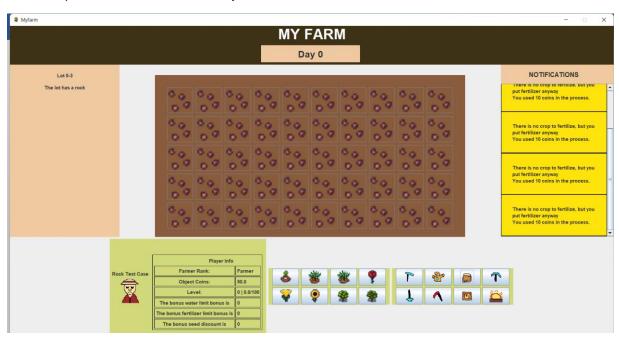
Gameover test cases

1. All rock world but cannot use pickaxe



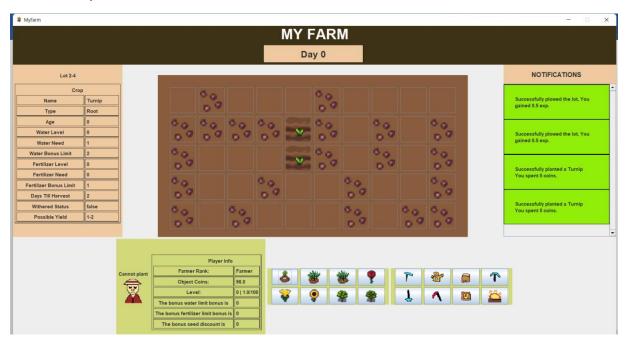
Wastefully use the fertilize tool till Object Coins reach less than 50



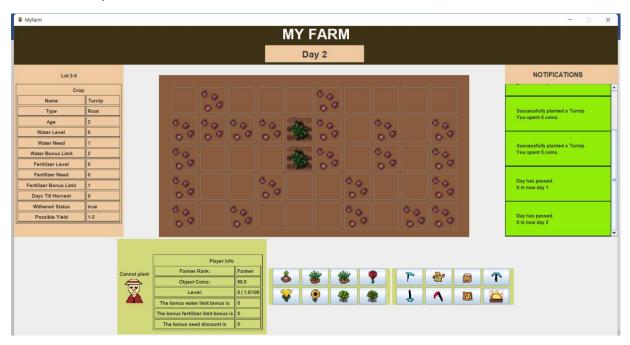


 $\ensuremath{\text{2.}}$ All either rocks, empty, or withered crops and cannot plant new crop

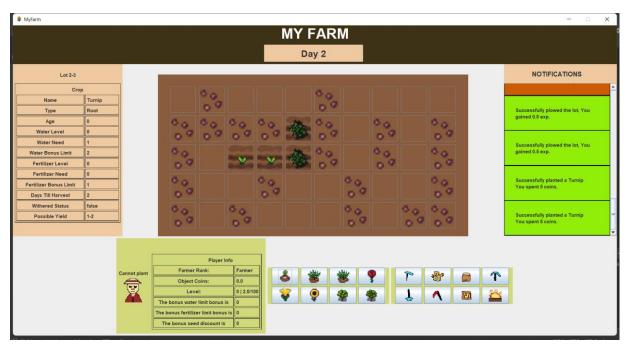
Plant two crops



Wither two crops

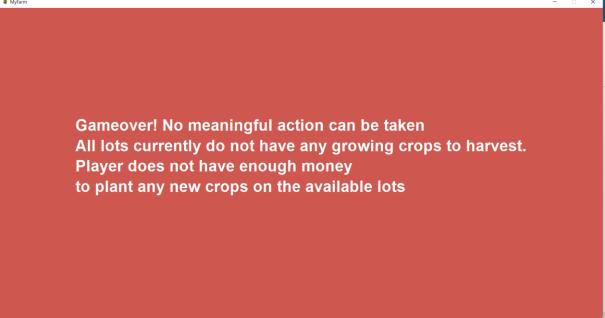


Waste money on fertilizer and plant two more turnips leaving 0 coins left

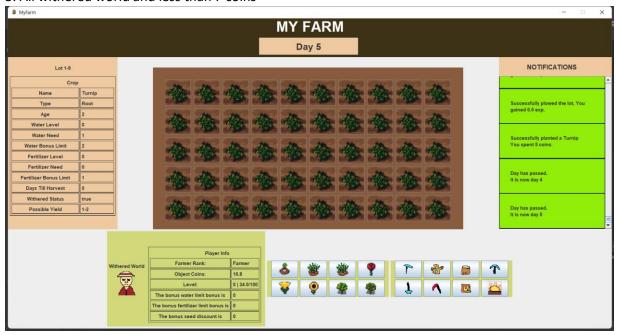


Wither the last two crops

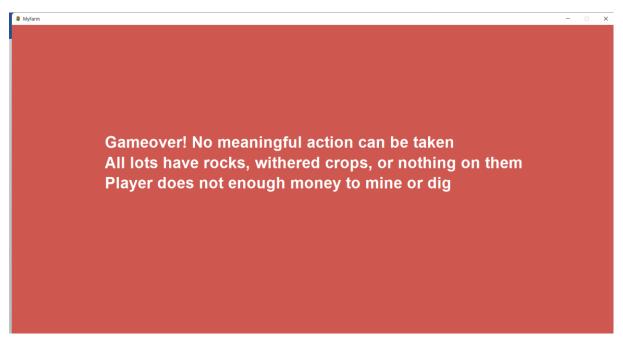




3. All withered world and less than 7 coins

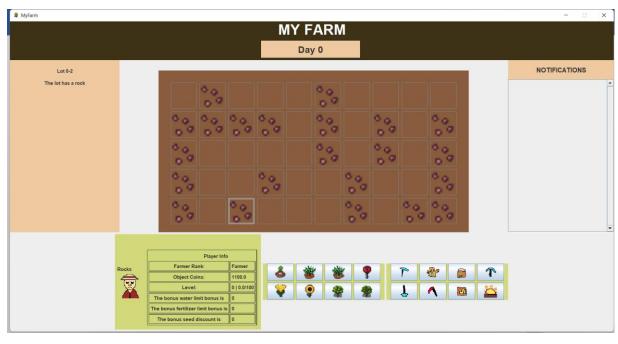


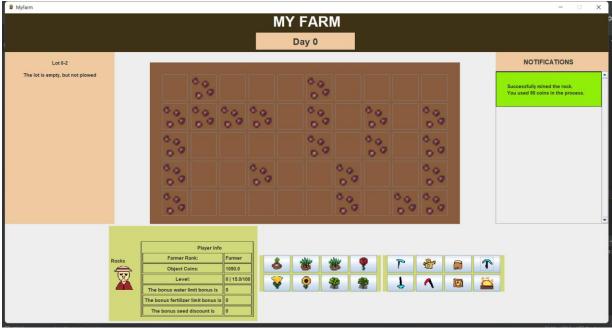
Wastefully fertilize a withered crop (costs 10 coins)



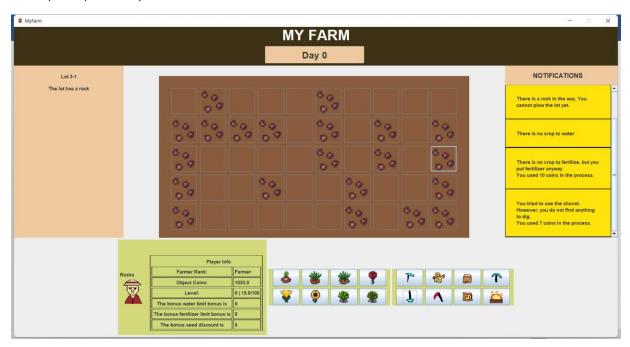
Actions toward rock

Mine Rock

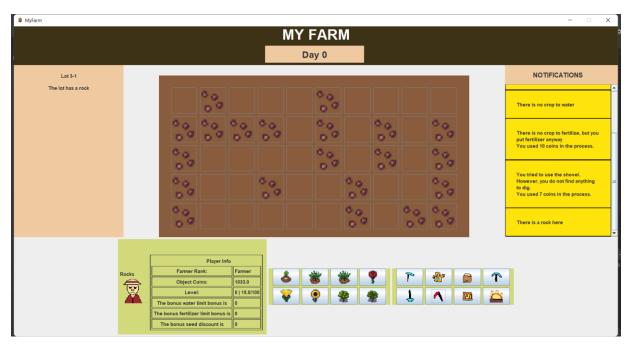




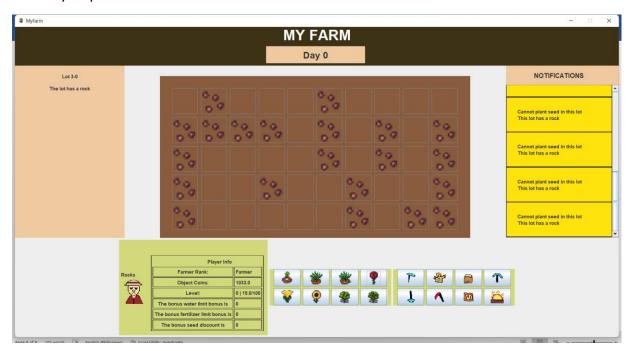
Water, Plow, Fertilize, and Shovel



Sickle/Harvest on a rock tile

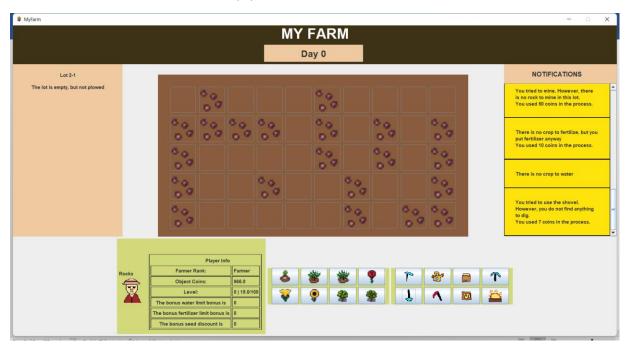


Plant any crop onto rock tile

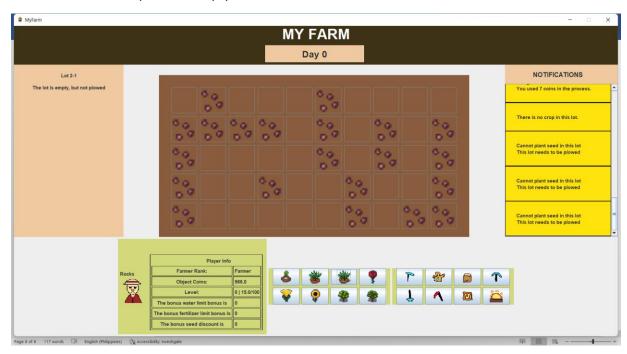


Actions toward empty tile

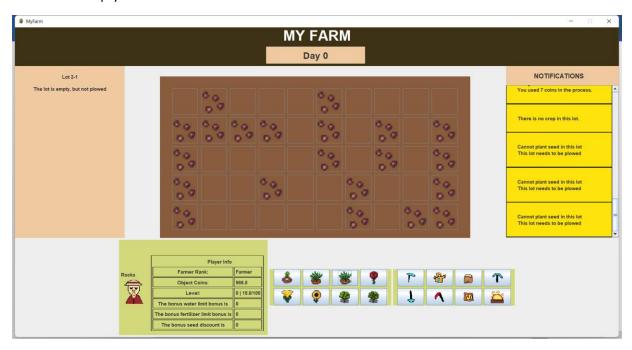
Pickaxe, Water, Fertlize, Shovel an empty tile



Harvest and Plant crops on an empty tile

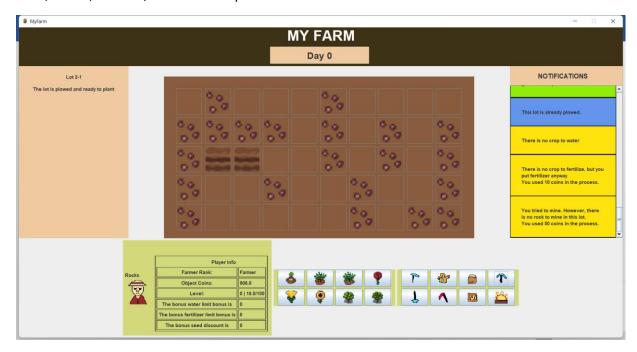


Plow on an empty tile

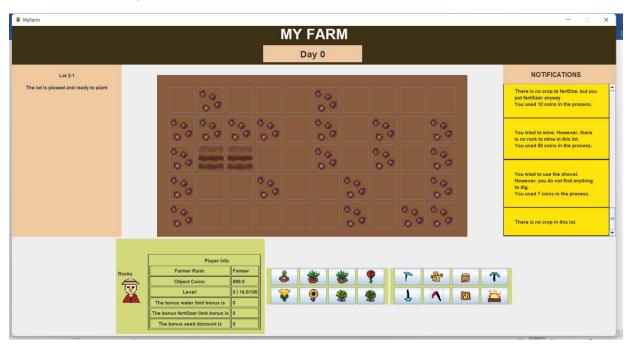


Actions toward plowed tile

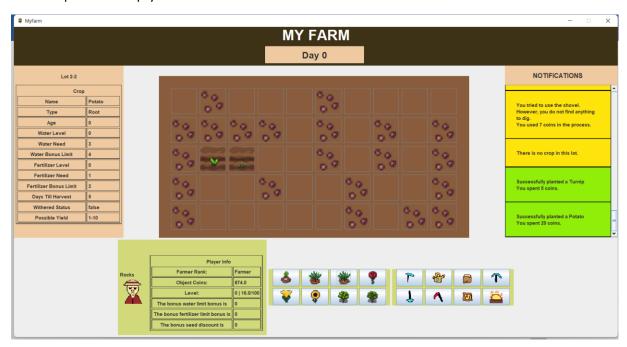
Plow, Water, Fertilize, and Pickaxe a plowed tile



Shovel and Harvest a plowed tile

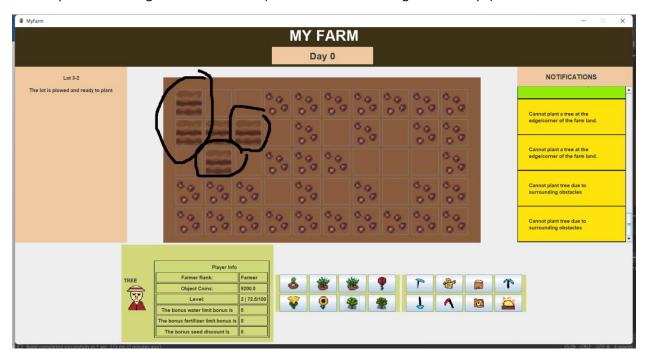


Plant crops on an empty tile

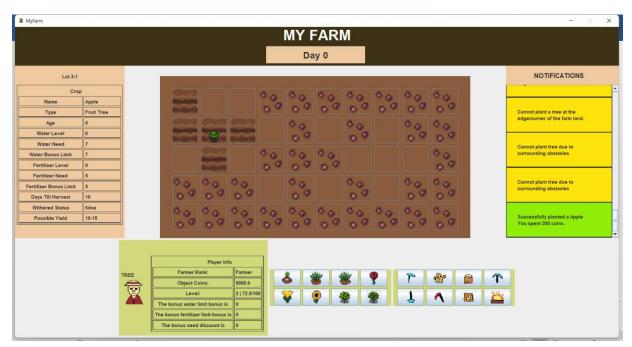


Tree Planting test cases

Cannot plant at the edge or around Rocks (rocks can be interchanged with crops)



Can Plant when there are no obstructions around



Actions toward Growing Crops

Plow, Mine, Shovel and Harvest growing Crop



Water and fertilize a growing Crop, try to plant on top of crop



Actions toward Grown Crops

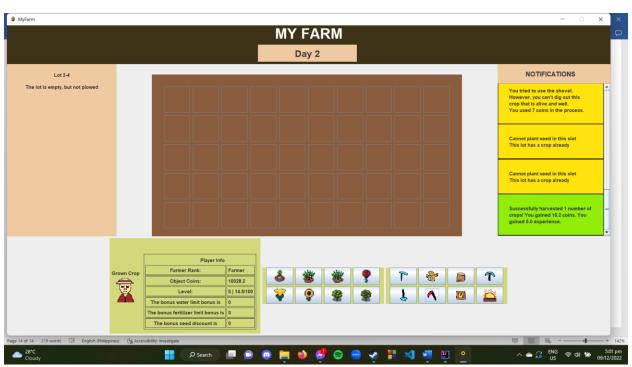
Plow, Water, Fertilize and Mine on Grown Crop



Shovel and Plant a crop over the Grown Crop

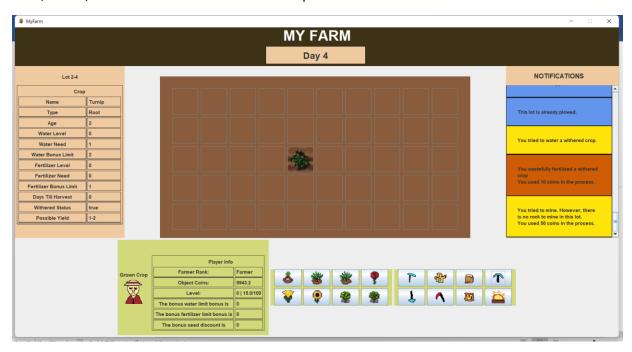


Harvest Crop



Actions toward Withered Crops

Plow, Water, Fertilize and Mine on Withered Crop



Harvest and Plant a crop over a Withered Crop



Shovel a Withered Crop

