

## **Milestone 6: Testing Documentation**

### **Mehul Rastogi**

- Upgrade Buttons
  - Check that an upgrade button is present for all the towers visible on the screen.
- Upgrade Costs Money
  - Check that when the player upgrades a tower, it costs money equivalent to the price of the tower.

### **Prakhar Mittal**

- Upgrade Insufficient Money
  - Check that a warning alert is shown if the player tries to upgrade a tower when they do not have the money required for the same.
- Upgrade Tower Health
  - Check that when the player upgrades a tower, the health of the tower increases.

### **Adavya Bhutani**

- Upgrade Tower Damage
  - Check that when the player upgrades a tower, the damage per second of the tower increases.
- Upgrade Game Not Started
  - Check that a warning alert is shown if the player tries to upgrade a tower before starting the game.

### **Maniya Dahiya**

- Game Over Screen
  - Check that the game over screen appears when the monument health reaches zero or the player surrenders.
- Game Over Money
  - Check that the game over screen shows the amount of money the player used while playing the game.

## **Navya Khanna**

- Game Over Time
  - Check that the game over screen shows the amount of time the player survived for before they lost the game.
- Final Boss Spawns
  - Check that a final boss, a visually distinct and more powerful enemy, appears on the field after 2 minutes of playing the game.