

Milestone 3: Testing Documentation

Maniya Dahiya

- Tower Cannot Place On Path
 - Check that the player is not able to place a tower on the path.
- Tower Can Place On Ground
 - Check if the player is successfully able to place the tower on the ground.

Navya Khanna

- Tower Costs Money
 - Check that when a tower is placed on the map, the player's money reduces by an amount that is equal to that tower's cost
- Alert on Insufficient Money
 - Check that if a player tries to buy a tower that costs more than their current money, an alert is displayed with the correct message.

Adavya Bhutani

- Tower Menu Scroll
 - Check that all available towers in the tower menu can be scrolled to and are visible.
- Tower Menu Selection
 - Check that any tower in the tower menu can be selected and deselected by the player.

Mehul Rastogi

- Tower Dies
 - Check that the tower dies after its health reaches zero.
- Tower Can Place On Dead Tower Tile
 - Check that another tower can be placed at the location of a dead tower.

Prakhar Mittal

- Tower Cost - Beginner Difficulty
 - Check that the cost of buying towers is the lowest for beginner difficulty.
- Tower Cost - Moderate Difficulty
 - Check that the cost of buying towers for moderate difficulty is higher than beginner and lower than expert difficulty.
- Tower Cost - Expert Difficulty
 - Check that the cost of buying towers is highest for expert difficulty.