TestLink

Test Plan Execution Report

Test Project: National QA 06
Test Plan: test plan
Test Suite: Final project

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Test Suite : Notifications

Test Case naqa6-306: Make a Troop Formation

Summary:

Test if user can setup a Troop Formation.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on " Army".	Display of all troops owned.	Passed
3	On top manu click on " Troop Frormations".	Popup of Heroes and troops fromation.	Passed
4	Seclect 3 Heroes and set up a troop fromation and click save.	Popup of troop saving , 3 options as flag1 ,2 or 3.	Passed
5	Seclect one of the Flags and click "OK".	Troop formation saved.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-307: Turn Music On and Off

Summary:

Test if user can turn game music On and Off.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Game".		Passed
4	On "Audio" click Music off.	Game music turned off.	Passed
5	On "Audio" click Music back on.	Game music turned back on.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-308: Turn SFX On and Off

Summary:

Test if use can turns SFX (Sound Effects)On and Off.

#:	Step actions:	Expected Results:	Execution Status:

1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on " Game".		Passed
4	On "Audio" click SFX off.	Sound effects turned off.	Passed
5	On " Audio" click SFX back on.	Sound effects turned back on.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-320: Turn on and off Recon Alert

Summary:

Test if user can turn off Racon Notification.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "Racon Alert" click OFF.	Racon Alert turned OFF.	Passed
5	On "Racon Alert" click ON.	Racon Alert turned ON.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-321: Turn on and off notification on incoming attacks and Peace Flare finishes

Summary:

Test if user can turn on and off notifications on incoming attacks and Peace Fleare finishes,

#:	Step actions:	Expected Results:	Execution Status:
1	Go ti Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "War" click OFF.	Notification on incoming attacks and Peace Flare finishes turned OFF.	Passed
5	On "War" click ON.	Notification on incoming attacks and Peace Flare finishes turned ON.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-322: Turn on and off notification on incoming rallies against enemy Chiefs

Summary:

Test if user can turn on and off notifications on rallies against enemy Chiefs.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings.		Passed
3	Click on "Notifications".		Passed
4	On "Rallies" click OFF.	Notifications on incoming rallies aganst enemy Chiefs are OFF.	Passed
5	On "Rallies" click ON.	Notifications on incoming rallies aganst enemy Chiefs are ON.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Case naqa6-323: Turn on and off notification on development in user Settlement

Summary:

Test if user can turn on and off notifications on development in Settlement.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "Development" click OFF.	Notifications on development in Settlement are turned OFF.	Passed
5	On "Development" click ON.	Notifications on development in Settlement are turned ON.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Case naqa6-324: Turn on and off notification on rallies against Infected Fiends

Summary:

Test if user can turn on and off notifications on rallies against Infected Fiends.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "GigaCorp Rallies" click OFF.	Notifications are turned OFF on rallies against Infectes Fiends.	Passed
5	On "GigaCorp Rallies" click ON.	Notifications are turned ON on rallies against Infectes Fiends.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		

Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-325: Turn on and off notification on Alliance Leader or r4 talking in Alliance Chat

Summary:

Test if user can turn on and off notifications on Alliance Leader or R4 talking on AC.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "Alliance" click OFF.	Notifications on Aliance Leader or R4 talking in Alliance Chat turned OFF.	Passed
5	On "Alliance" clock ON.	Notifications on Aliance Leader or R4 talking in Alliance Chat turned ON.	Failed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Failed**
Execution Mode:	**Manual**
Execution duration (min):	**3.00**
Execution notes	Gif name SOS_06 in Folder SOS Bugs Gifs

Test Case naqa6-326: Turn on and off notification when supplies from Final Hope arrive

Summary:

Test if user ca turn on and off notifications on Final Hope sipplies arrive.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "Rewards" click OFF.	Notifications on Final Hope Supplies arrive are turned OFF.	Passed
5	On "Rewards" click ON.	Notifications on Final Hope Supplies arrive are turned ON.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**
Execution notes	Bug fixed on build 1.9.121. Gif name SOS_07 in Folder SOS Bugs Gifs

Test Case naqa6-327: Turn on and off notification on troops return back to Settlement

Summary:

Test if user can turn on and off notifications on troops returning back to Settlement.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "Misc" click OFF.	Notifications on troops returning to your Settlement are turned OFF.	Passed
5	oN "Misc" click ON.	Notifications on troops returning to your Settlement are turned ON.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-328: Turn on and off notification on private messages

Summary:

Test if user ca turn on and off notifications on pm from contacts.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "Contacts" click OFF.	Notifications on private messages from your contacts are turned OFF.	Passed
5	On "Contacats" click ON.	Notifications on private messages from your contacts are turned ON.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-330: Turn on and off notification on Plague Zone team invites

Summary:

Test if user can turn on and off notifications on Plague Zone team invite.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settiengs".		Passed
3	Click on "Notifications".		Passed
4	On "Plague Zone Strike Team" click OFF.	Notifications on Plague Zone team invite is turned OFF.	Passed
5	On "Plague Zone Strike Team" cllick ON.	Notifications on Plague Zone team invite is turned ON.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-331: Turn on and off notification on allies Rally invites

Summary:

Test if user can turn on and off notifications on Rally invite.

#:	Step actions:	Expected Results:	Execution

#				Status:
1	Go to Chief Profile.			Passed
2	Click on "Settings".			Passed
3	Click on "Notifications".			Passed
4	On "Receive notifications when allies send you Rally Invites" click OFF.	Notifications on Rally invite are turned OFF.		Passed
5	On "Receive notifications when allies send you Rally Invites" click ON,	Notifications on Rally invite are turned ON.		Passed
Execution type:	Manual			
Estimated exec. duration (min):				
Priority:	Medium			

Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Case naqa6-333: Turn on and off notification on new Intel leads

Summary:

Test is user can turn on and off notifications on Intel leads.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Notifications".		Passed
4	On "Intel Post" Click OFF.	Notifications on Intel leads are turned OFF.	Passed
5	On "Intel Post" click ON.	Notifications on Intel leads are turned ON.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-1272: Turn on and off notification on Infected Horde and Influencer Trap opened

Summary:
Test if user can turn on and off notifications on "Infected Horde" and "Influencer Trap" opened.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		
2	Click on " Settings".		
3	Click on "Notifications".		
4	On " Infected Horde" Click OFF.	Notifications on Infected Horde and Influencer Trap open are turned OFF.	
5	On " Infected Horde" click ON.	Notifications on Infected Horde and Influencer Trap open are turned ON.	
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Execution Result	**Not Run**

Test Case naqa6-1273: Turn on and off notification on Reservoir Raid open			
Summary:			
Test if user can turn on and off notifications on Reservoir Raid opens.			
#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		
2	Click on "Settings".		
3	Click on "Notifications".		
4	On "Resevoir Raid" click OFF.	Notifications on Resevoir Raid open are turned OFF.	
5	On "Resevoir Raid" click ON.	Notifications on Resevoir Raid are turned ON.	
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Execution Result	**Not Run**		

Test Suite : Chief

Test Case naqa6-295: Change Chief Name			
Summary:			
Test if Chief name can be changed.			
#:	Step actions:	Expected Results:	Execution Status:
1	Click on Chief Icon on left up corner of the screen.		Passed
2	Click on the pencil icon next to Chief's name.	A popup appears for the name change," Names must be between 3-16 characters'.	Passed
3	Type in new Name.		Passed
4	Click "Use",the "Chief Rename" badge.	Chief name changed.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**1.00**		

Test Case naqa6-296: Change Chief Avatar Picture			
Summary:			
Test if Chief avatar picture can be changed.			
#:	Step actions:	Expected Results:	Execution Status:
1	Click on Chief Icon on left up corner of the screen.		Passed
2	Click on Chief picture.	Two options appear, "Use default Avatar" and "Upload".	Passed
3	Click on "Upload".	Two options appear, "Go to gallery" and "Take photo".	Passed
4	Click "Go to gallery".		Passed
5	Seclect a picture and click Done.	Popup with new avatar picture appears.	Passed
6	Click "Confirm".	Popup "Your avatar will be changed once it has been checked"	Passed
7	Click "Confirm".	Avatar picture changed.	Passed
Execution type:	Manual		

Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-297: Change Chief Appearance

Summary:

Test id Chief appearance cand be changed.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on Chief Icon on left up corner of the screen.		Passed
2	Click on Chief Picture.	All heroes avatars owned appears.	Passed
3	Under the Chief picture, select one of the Heroes Avatars.		Passed
4	Click "Confirm".	Hero avatar selected becomes Chief's appearance.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-298: Level up Chief

Summary:

Test if Chief can be lvl up.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on the " + " sign next to his level.	A popup appears with "Chief EXP" owned.	Passed
3	Click "use" on "Chief EXP" enough for a level up.Combo or one by one.	Chief leveled up.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-299: Consume all Chief Stamina

Summary:

Test if user can use all stamina.

#:	Step actions:	Expected Results:	Execution Status:

1	Choose an event like Plague Zone who requires a lot of stamina to execute.		Passed
2	Execute enough marches to use all stamina.		Passed
3	Go back to Chief Profile and check if all Stamina has been used.	All Stamina used.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**

Test Case naqa6-300: Refuel Chief stamina

Summary:

Test if user can refuel Stamina.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on " + " sign next to Stamina.		Passed
3	Refuel Stamina by using " Small Chief Stamina" cans, or " Biocaps"	Chief Stamine Refueled.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-301: Enhance Chief Gear

Summary:

Test if Chief Gear can be enhanced.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Prpfile.		Passed
2	Click on Gear Enhance.	All 6 parts of Chief gear are displayed.	Passed
3	Choose one Gear and click " Enhance".	Gear Enhanced.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-302: Enhance Chief Badges

Summary:

Test if user can enhance Chief Badges.

#:	Step actions:	Expected Results:	Execution Status:

1	Go to Chief Profile.		Passed
2	Click on "Badge Enhance".	All 6 parts of Chief gear are displayed. Each one containing 3 badges.	Passed
3	Select one Gear and click on "Gadge" icon.	Popup "Badge Enhance" appears.	Passed
4	Click "Enhance".	Badge enhanced.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-305: Reset Chief Talent Points

Summary:

Test if user can reset Chief talent points.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to chief Profile.		Passed
2	Click in "Talents".	Disply of talents as " War" and " Economy".	Passed
3	On the top menu go to " Talent Points" and click Reset.	Popup appears of Talent points reset.	Passed
4	Click " Reset".	Talent Points reseted.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-303: Change Chief talent points from War to Economy

Summary:

Test if user can change talent points from War to Economy.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to " Talents" and Reset Talent points.		Passed
2	Go to "Economy" and use all points in " Economy"	Talent Points changed to Economy.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-304: Change Chief talent points from Economic back to War

Summary:

Test id user can change Chief Talent Points back to "War".

#:	Step actions:	Expected Results:	Execution Status:
1	Go to " Talents" and Reset Talent points.		Passed
2	Go to "War" and use all points in " War"	Talent Points changed to War.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-1274: Change Chief Name (Negativ)

Summary:

Test if Chief name can be changed with not allowed characters.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on Chief Icon on left up corner of the screen.		Passed
2	Click on the pencil icon next to Chief's name.	A popup appears for the name change," Names must be between 3-16 characters'. Use letters,numbers and space only.	Passed
3	Type new name (other than letters, numbers, or space)	A name that contains any characters other than letters, numbers, or space is not allowed.	Failed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Failed**
Execution Mode:	**Manual**
Execution duration (min):	**3.00**
Execution notes	Bug at Step 3. Change Chief name (Negativ)- with ID SOS_08

Test Case naqa6-309: Enable others Chiefs to view your Equipment

Summary:

Test if user can make Chief equipment not visible to others Chiefs.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Game".		Passed
4	On " Gear Display" click OFF on "Enable others Chiefs to view your Equipment".	Chief Equipment not visible to others Chiefs.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan

Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-310: Make your Equipment visible to other Chiefs

Summary:

Test if user can make Chief Equipment visible to others Chiefs.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Game".		Passed
4	On "Gear Display" click ON , in "Enable other Chiefs to view your Equipment".	Chief Equipment visible to other Chiefs.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-311: Display all Building names in Settlement

Summary:

Test if user can turn ON " Display all Buildings name in Settlemnte".

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Game".		Passed
4	On "Display all Buildings name in settlement" click ON.	All building's names are displayed in Settlement.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-312: Disable display off all Building names in Settlement

Summary:

Test if user can turn off all "Display buildings name visible in Settlement".

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on " Game".		Passed
4	On "Display buildings name in Settlement" click off.	All building's names are Not displayed in Settlement.	Passed
Execution type:	Manual		

Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-313: Remain anonymous in Alliance Chat Announcement after obtaining rare items

Summary:

Test if the user can remain anonymous in Alliance Chat after obtaining rare items.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Game".		Passed
4	On " Chat Announcements" click OFF.	Chief remains anonymous in Alliance Chat after obtaining rare items.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-314: Make Chief name visible in Alliance Chat Announcement after obtaining rare items

Summary:

Test if user can turn off " Chat Announcement" and make chief name visible after obtaining rare items.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on " Settings".		Passed
3	Click on " Game".		Passed
4	On " Chat Announcement" click ON.	Chief name visible in Alliance Chat after obtaining rare items.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-315: Set animation frame rate at 30fps

Summary:

Test if user can setup animation rate at 30fps.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed

2	Click on "Settings".		Passed
3	Click on "Game".		Passed
4	On " Graphics" click on 30fps.	Animation rate changed to 30fps.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-316: Set animation frame rate at 60fps

Summary:

Test if user can setup animation rate to 60fps.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Game".		Passed
4	On "Graphics" click on 60fps.	Animation rate changed to 60fps.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-317: Bind account to Google

Summary:

Test is user can Bind accont to Google.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Account".		Passed
4	Click "Bind Account"	Popup with 3 Bind Options. Facebook,Google and VK.	Passed
5	Click on "Bind" next to Google.	Account Bind to Google.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-318: Bind account to Facebook

Summary:

Test id user can Bind Account to Facebook.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Account".		Passed
4	Click "Bind Account"	Popup with 3 Bind Options. Facebook,Google and VK.	Passed
5	Click on "Bind" next to Fcebook.	Account Bind to Facebook.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**1.00**		

Test Case naqa6-319: Jump from one Character to another

Summary:

Test if user can jump between characters without any problem.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Character Management".	Popup with all characters owned on this account.	Passed
4	Click on one of the characters.	Popup of character avatar and name.	Passed
5	Clik OK on character popup.	Character changed.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**1.00**		

Test Case naqa6-334: Change language in Game

Summary:

Test if user can change language in Game.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click on "Language".		Passed
4	Check the box of the language you want to choose.	Popup Warning " Plese restart the game fot these changes to take effect!"	Passed
5	Click on YES.	Game restart and language changed.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		

Execution Mode:	**Manual**
Execution duration (min):	**3.00**

Test Case naqa6-335: Use a Redemption Code

Summary:

Test if user can use an Redemption Code.

#:	Step actions:	Expected Results:	Execution Status:
1	Go to Chief Profile.		Passed
2	Click on "Settings".		Passed
3	Click "Gift Redemption".	Popup to enter gift code.	Passed
4	Introduce gift code and click Redeem.	A notification appears directing the user to mail that contains the gift from the code gift.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**1.00**		

Test Suite : Account

Test Case naqa6-926: Account on Mobile (Android)

Summary:

Test if user can save the game and create an account.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on Chief Profile picture.		Passed
2	Click on "Settings".		Passed
3	Click on "Account".		Passed
4	Click "Bind Account".		Passed
5	Click "Bind" with Facebook,Google or VK.	Popup with the chosen bind account. Bind successful.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-927: Account on Mobile (IOS)

Summary:

Test if user can save the game and create an account.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on Chief Profile picture.		Passed
2	Click on "Settings".		Passed
3	Click on "Account".		Passed
4	Click "Bind Account".		Passed
5	Click "Bind" with Facebook,Google or VK.	Popup with the chosen bind account. Bind successful.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-928: Account on Leptop

Summary:

Test if user can save the game and create an account.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Home" page on BlueStacks.		Passed
2	Click on "System apps".		Passed

3	Click on "Android Settings".		Passed
4	Click on "Accounts".		Passed
5	Click on "Add Account".	A new page is open where user can introduce email for binding account. Bind successful.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Suite : Map

Test Case naqa6-387: Attack Settlement outside map boundaries

Summary:

Test if user can attack a Settlement outside state map boundaries.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Map".		Passed
3	Click on a State outside your state boundaries.		Passed
4	Click on a Settlement and attack.	On clicking the Settlement , only info Icon pops up. Attack is not an option.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-624: Use Talents

Summary:

Test if user can use Talents.

#:	Step actions:	Expected Results:	Execution Status:
1	Click the "Talents" icon on screen.		Passed
2	Click on the first "Urgent Recall" talent and click Use.	Commands all troops to return to your Settlement within 3 seconds. (Does no includes troops involved in rallies)	Passed
3	Click on the second "Massive March" talent and click Use.	Increase your maximum march by 10% for 30 minutes.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**3.00**

Test Case naqa6-634: Attack Infected Fiend outside the map bounderies

Summary:

Test if user can attack Infecte Fiend outside map bounderies.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Map".		Passed

| 3 | Click on a State outside your state boundaries. | | Passed |
| 4 | Click on "Infected Fiend" and click Rally. | Rally button on Infected disabled. | Passed |

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-790: Send Reinforcements to an ally

Summary:

Test id use can send reinforcements to an Alliance ally.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on a Settlement from your Alliance.		Passed
3	Click "Reinforce".		Passed
4	Popup window click Yes.		Passed
5	Click " March"	Troops marching to reinforce Settlement.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-791: Occupy land with troops

Summary:

Test if user can occupy land with troops.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on the ground on empty land.		Passed
3	Click "Occupy".		Passed
4	Click "March".	Troops marching to occupy the land.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-792: Sabotage enemy Alliance Tower

Summary:

Test if user can sabotage enemy Alliance Tower.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Look for an enemy Alliance Tower.		Passed
3	Click on the Tower.		Passed
4	Click "Demolish".		Passed
5	Click "Send Troops".		Passed
6	Click "March",	Troops marching to sabotage Tower.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**4.00**		

Test Case naqa6-793: Relocate to another Alliance territory

Summary:

Test if user can relocate to another Alliance territory.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Look for another Alliance territory.		Passed
3	Click on the ground on empty land.		Passed
4	Click "Relocate".	Settlement Not able to relocate to another Alliance territory.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Case naqa6-794: Garrison Alliance Tower

Summary:

Test if user can garrison Alliance Tower.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Look for a Tower belonging to your Alliance.		Passed
3	Click on the Tower.		Passed
4	Click "Garrison".		Passed
5	Click "Send Troops".		Passed
6	Click "March".	Troops marching to garrison Tower.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		

Execution duration (min):	**2.00**

Test Case naqa6-795: Fortified Bunker

Summary:

Test if user can take Fortified Bunker by himself.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness'.		Passed
2	Click on "Map" icon on screen.		Passed
3	Look for an open Fortified Bunker that your Alliance is register to.		Passed
4	Click on Fortified Bunker and attack.	After 30 minutes of occupying the Fortified Bunker, user seized the control of the Fortified Bunker.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**30.00**

Test Case naqa6-796: Fortified Facility

Summary:

Test if user can take Fortified Facility by himself.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Map" icon on screen.		Passed
3	Look for an open Fortified Facility that your Alliance is register to.		Passed
4	Click on Fortified Facility and attack.	After 30 minutes of occupying the Fortified Bunker, user seized the control of the Fortified Facility.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**30.00**

Test Case naqa6-922: Infected

Summary:

Test if user can kill Infected by level.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Search".		Passed
3	Click on "Infected" and choose level 1, then Attack.		Passed
4	Following the first 3 steps, do the same form level 1-10.	Troops marching to kill Infected.	Passed
5	Following the first 3 steps, do the same form level 10-20.	Troops marching to kill Infected.	Passed
6	Following the first 3 steps, do the same form level 20-30.	Troops marching to kill Infected.	Passed

Execution type:	Manual

Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**30.00**

Test Case naqa6-923: Infected Fiend

Summary:

Test if user can kill Infected Fiend by Rally and level.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wildereness".		Passed
2	Click on "Search".		Passed
3	Click on "Infected Fiend" and select level 1.		Passed
4	Click "Search".	Redirecting to Infected Fiend location.	Passed
5	Click on "Infected Fiend" and click Rally.		Passed
6	Choose the you want the Rally to start after then click "March".	The countdown for Rally starts(gives time for allys to join).	Passed
7	Following the first 6 steps, do the same from level 1-5.	After pre Rally time, Troops marching to attack.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**7.00**

Test Case naqa6-87: Map boundaries Relocate

Summary:

Test if user is allowed to Reclocate your Settlement outside state boundaries.

#:	Step actions:	Expected Results:	Execution Status:
1	Go outside of your settlement by clicking on Wilderness.		Passed
2	Click on Map.	State map all zoomed out.	Passed
3	Go at the edge of the map and try to relocate your Settlement outside of the map boundaries.	Relocating your Settlement outside map boundaries is not allowed.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-88: Attack Infected outside map boundaries

Summary:

Test if user is allowed to attack Infected outside state boundaries.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Map".		Passed
3	Click on a State outside your state boundaries.		Passed
4	Choose an Infected outside map boundaries.		Passed
5	Click on "Infected" then click attack.	Attack button on Infected disabled.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Case naqa6-89: Gather resources outside the map boundaries

Summary:

Test if user can Gather resources outside state boundaries.

#:	Step actions:	Expected Results:	Execution Status:
2	Click on "Wilderness".		Passed
3	Click on "Map".		Passed
4	Click on a State outside your state boundaries.		Passed
5	Choose a resource tile outside map boundaries.		Passed
6	Click on resource tile.		Passed
7	Click on gather.	Gathering button on tile disabled.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Case naqa6-92: Zoom in and out

Summary:

Test if Zooming in and out will affect in any way game image or animation.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on State Map.		Passed
2	Zoom in at max.	No distorted images, animation working perfectly.	Passed
3	Zoom out at max.	No distorted images, animation working perfectly.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		

| Execution duration (min): | 3.00 |

Test Suite : Events

Test Case naqa6-499: Troop Timer Help of Alliance member

Summary:

Test if user can speedup training troops of Alliance member.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness"		Passed
2	Click on one of your Alliance members Settlement with "Troops timer help ICON" on top of their base.		Passed
3	Once inside click on all Training buildings available for speedup (icon on top)	Training troops speeded up.	Failed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Failed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**
Execution notes	Bug on Step 3. "Troop Timer Help of Alliance member" with ID "SOS_02"

Test Case naqa6-93: Plague Zone-Zone Menace

Summary:

Test if user is allowed to kill Zone Menace before cleaning the surrounding Zone Mob that needed to be taken out first.

#:	Step actions:	Expected Results:	Execution Status:
1	Out in Wilderness click on Search button.		Passed
2	Select a level for Plague Zone and click Search.		Passed
4	Click Launch Strike Team.		Passed
5	Click on Go To.	This will take you to Plaque Zone.	Passed
6	Click on Zone Menace and Challenge.	Challenge not possible because of the surrounding Zone Mob that needed to be taken out first.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-94: Plague Zone-Zone Matriarch

Summary:

Test if user is allowed to kill Zone Matriarch before cleaning the surrounding Zone Mob and Zone Mence that needed to be taken out first.

#:	Step actions:	Expected Results:	Execution Status:
1	Out in Wilderness click on Search button.		Passed
2	Select a level for Plague Zone and click Search.		Passed
3	Click Launch Strike Team.		Passed
4	Click on Go To.	This will take you to Plaque Zone.	Passed
5	Click on Zone Matriarch and Challenge.	Challenge not possible because of the surrounding Zone Mob that needed to be taken out first, and Zone Menace second. Zone Matriarch is the final stage of Plaque Zone.	Passed

Execution type:	Manual	
Estimated exec. duration (min):		
Priority:	Medium	
Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-111: Intel- Squad Exploration

Summary:

Test if user is allowed to do Squad Exploration without assigning any Hero to Exploration.

#:	Step actions:	Expected Results:	Execution Status:
1	In Wilderness click on Intel.		Passed
2	Click on Squad Exploration and Go To.	This will take you to an abandoned building for Squad Exploration.	Passed
3	Click on building and Challenge with no Heroes assigned to explore.	Explration can not be done since is requested at least one Hero to be asigned.	Passed

Execution type:	Manual	
Estimated exec. duration (min):		
Priority:	Medium	
Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-141: Alliance Throwdown Infected Fiend

Summary:

Test if user can complete this task without killing Infected Fiend and consuming zero stamina.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on Alliance Throwdown.		Passed
2	Choose the task "Defeat 10 Infected Fiends with Rallies".		Passed
3	Start Fake Rallies by sending to Rally only 1 troop.		Passed
4	Tell members in Alliance Chat that is a fake Rally and ask to send 1 troop too.		Passed
5	After getting the "Terrible defeat"(Infected was Not killed) report from rallies, go back to Throwdown task to check if any of the Rallies counts as an "Epic Victory" (Infected was killed)	Failed to Defeat Rallies does NOT count as Victory Rally.	Failed

Execution type:	Manual	
Estimated exec. duration (min):		

Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Failed**
Execution Mode:	**Manual**
Execution duration (min):	**7.00**
Execution notes	Bug on Step 5.

"Throwdown task "Defeat 10 Infected Fiends with Rallies" with ID "SOS_05"

Test Case naqa6-142: Alliance Throwdown 30 Legendary Hero Fragments

Summary:

Test if user is allwed to complete the task "Use 30 Legendary Hero Fragments excluding general Fragments" in Alliance Throwdown by exchanging Genereal Fragments into Hero Fragments befor accepting the task.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on a Legendary Hero.		Passed
2	Exchange Legendary Hero Fragments into Hero Fragments.		Passed
3	Go to Alliance Throwdown and click on "Use 30 Legendary Hero Fragments excluding general Fragments" and accept the task.		Passed
4	Go back to Legendary Hero and click on Upgrade.		Passed
5	Go back to Alliance Throwdown task and see if the task is completed.	Task is completed because the general Fragments were exchanged before accepting the task.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**

Test Case naqa6-443: Leave Alliance during Infected Horde Event

Summary:

Test if user can leave Alliance while Infected Horde is opened.

#:	Step actions:	Expected Results:	Execution Status:
1	During the Infected Horde, event click on the "Alliance" icon on the screen.		Passed
2	Click "Manage".		Passed
3	Click "Leave".		Passed
4	Popup comes up ,click "Confirm".	User is able to leave the Alliance during the Infected Horde event.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-444: Leave Alliance during Fortress Fight Event

Summary:

Test if user can leave Alliance while Fortress Fight Event is Opened.

#:	Step actions:	Expected Results:	Execution Status:
1	During the Fortress Fight event click on the "Alliance" icon on the screen.		Passed
2	Click "Manage".		Passed
3	Click "Leave".		Passed
4	Popup comes up ,click "Confirm".	User is Not able to leave the Alliance during the Fortress Fight event.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-455: Leave Alliance during Capital Clash Event

Summary:

Test if user can leave Alliance after Capital Clash is opend.

#:	Step actions:	Expected Results:	Execution Status:
1	During the Capital Clash event click on the "Alliance" icon on the screen.		Passed
2	Click "Manage".		Passed
3	Click "Leave".		Passed
4	Popup comes up ,click "Confirm".	User is able to leave the Alliance during the Capital Clash event.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-814: Influencer Trap

Summary:

Test if user can participate in Influencer Trap.

#:	Step actions:	Expected Results:	Execution Status:
1	Clock on "Influencer Trap".		Passed
2	Click "Rally"then click March.		Passed
3	Join ally Rallys too.		Passed
4	Repeat the steps until the time is up.	Influencer Trap participation successful.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details

Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**30.00**

Test Case naqa6-869: Alliance Showdown

Summary:

Test if user can participate to Alliance Showdown Event.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Alliance Showdown".		Passed
2	Click on the Lane you want your troops to go.		Passed
3	Click "Send Troops".		Passed
4	Arrange the formation troop you what to send and Click "Send".	User registered to "Alliance Showdown". After the first battle, a mail report will be sent to the user.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details

Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**

Test Case naqa6-870: Reservoir Raid

Summary:

Test if use can participate to Reservoir Ride Event.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Reservoir Raid Event".		Passed
2	Click on "Reservoir Raid", HOT "Reservoir League"!		Passed
3	Click " Join".		Passed
4	Select your preferred time slot to join the Reservoir Raid. Multiple slots can be selected.		Passed
5	Click "Register".	Leadership will select 30 participants and 10 reserves. They will also announce the day and hour of the Reservoir Raid.	Passed
6	On the day of the Event, once is open click "Enter".	The user teleports into the Reservoir Raid map event. The event lasts 60 minutes, while the Alliance team battles against other Alliance for the win.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details

Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**60.00**

Test Case naqa6-914: Hunting the Hunter

Summary:

Test if user can execute the Hunitng the Hunter Event.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Hunting the Hunter" Event.		Passed
2	Click "Locate".	Infected Hunter appears. Redirected to Infected location.	Passed
3	Click on "Infected Hunter".		Passed
4	Click "Rally" then click "March".	Rally started.	Passed
5	Go back to "Hunting the Hunter" Event and click on it.		Passed
6	Click "Advanced Locate"	Elite Infectd Hunter appears. Redirected to Infected location.	Passed
7	Click on "Elite Infected Hunter".		Passed
8	Click "Rally" then click "March".	Rally started.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**7.00**		

Test Suite : Settlement

Test Suite : Backpack

Test Case naqa6-466: Alliance Relocator

Summary:			
Test if user can use Alliance Relocator to relocate his base to the closest, available spot next to Alliance Leader.			

#:	Step actions:	Expected Results:	Execution Status:
1	Inside your Settlement click on "Backpack".		Passed
2	Search for Alliance Relocator and click "Use".	The settlement will be relocated to the closest, available spot next to Alliance Leader.	Passed
3	Click " Relocate".	Settlement relocated to the closest, available spot next to Alliance Leader.	Failed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Failed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**
Execution notes	Bug on Step 3. "Alliance Relocator" with ID "SOS_03"

Test Case naqa6-915: Territory Relocator

Summary:			
Test if user can Relocate to Alliance Territory.			

#:	Step actions:	Expected Results:	Execution Status:
1	Inside your Settlement click on "Backpack".		Passed
2	Search for Territory Relocator and click "Use".	The settlement will be relocated to the closest, available spot next to Alliance HQ Territory	Passed
3	Click " Relocate".	Settlement relocated to the closest, available spot next to Alliance HQ Territory.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**3.00**

Test Case naqa6-916: Random Relocator

Summary:

Test if user can do a Random Relocate.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside your Settlement click on "Backpack".		Passed
2	Search for Random Relocator and click "Use".		Passed
3	Click " Relocate".	Settlement relocated to a random location.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**3.00**

Test Case naqa6-917: Advanced Relocator

Summary:

Test if user can Relocate to a specific place.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Choose a specific location you want to relocate.		Passed
3	Click on the ground on the chosen location.		Passed
4	Click "Relocate".	Settlement will be relocated to the chosen spot.	Passed
5	Click "Relocate" again.	Popup with "Relocate Confirm".	Passed
6	Click "YES".	Settlement relocated.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**

Test Case naqa6-918: Hunting Rucksack

Summary:

Test if user can open Hunting Rucksacks.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside your Settlement click on "Backpack".		Passed
2	Search for Hunting Rucksack and click "Use".	Rucksack opened, popup with inside rewards.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-919: Open Crate

Summary:

Test is user can open Crates.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside your Settlement click on "Backpack".		Passed
2	Search for Crates and click "Use".	Crates opened, popup with inside rewards.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-920: Biocaps

Summary:

Test if user can use Biocaps from Backpack.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside your Settlement click on "Backpack".		Passed
2	Search for Biocaps.		Passed
3	Select the amount you want to use.		Passed
4	Click "USE".	Biocaps transferred to Settlement ready for use.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Suite : Hero

Test Case naqa6-467: Level up Hero

Summary:

Test if user can level up Hero.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Heroes"		Passed
2	Choose the Hero you want to level up.		Passed
3	Click on + sigh next to Hero level.	User can level up Hero by clicking on "Upgrade level" or directly clicking on "Combat Manual xp".	Passed
4	Click on "Upgrade level" or " Combat Manual".	Hero leveled up.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**

Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-468: Rank Up Hero

Summary:

Test if user can level up his Rank.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Heroes"		Passed
2	Choose the Hero you want to Rank up.		Passed
3	Click on arrow sigh next to "March Capacity"		Passed
4	Click "Upgarde".	Hero Rank leveled up.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-469: Upgrade Hero Skill

Summary:

Test if user can Upgrade his skills.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Heroes"		Passed
2	Choose the Hero you want to Upgrade skill.		Passed
3	Click on one of the 3 Skills available to Upgrade.		Passed
4	Click "Upgrade".	Hero Skill Upgraded.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-470: Enhance Hero Armor

Summary:

Test if user can Enhance his Armor.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Heroes"		Passed
2	Choose the Hero you want to Enhance Armor.		Passed
3			Passed
4	On "Gear" click on one of the 3 Armor available to Enhace.		Passed
5	Click "Enhace".	Hero Armor Enhaced.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	

Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**1.00**	

Test Suite : Alliance

Test Case naqa6-471: Alliance Tech

Summary:

Test if user can donate to Alliance Tech.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Alliance"		Passed
2	Click on "Alliance Tech".		Passed
3	Click on Alliance donation recommended.		Passed
4	Donate by clicking on biocops or specific resources.	Donation succesful.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**2.00**	

Test Case naqa6-474: Hero Support

Summary:

Test if user can assign a Hero Support for Alliance use.

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Alliance".		Passed
2	Click on "Hero Support".		Passed
3	On "My support hero" click on the " + " ssignt to sellect.		Passed
4	Sellect a Hero and click "Support".	Selected Hero assigned.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**1.00**	

Test Case naqa6-475: Alliance Store

Summary:

Test if user can buy from "Alliance Store".

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Alliance".		Passed
3	Click on "Alliance Store".		Passed
4	Click on the item you want to buy and click on Price.	Transaction is successful. The item goes to your backpack.	Passed
Execution type:	Manual		

Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-476: Alliance Crate

Summary:

Test if user can collect "Teamwork Crate" , " Infected Power Crate" and "Ally Gift Crate".

#:	Step actions:	Expected Results:	Execution Status:
1	Inside Settlement click on "Alliance".		Passed
2	Click on "Alliance Crate".		Passed
3	Click on "Ally Gift Crate" and click Claim.	Ally Gifts Crate Claimed.	Passed
4	Click on "Infected Power Crate" and click Claim.	Infected Power Crate Claimed.	Passed
5	Click on "Teamwork Crate"	Teamwork Crate automatically claimed.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-979: Broadcasting Office

Summary:

Test if user can use Broadcasting Office.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Broadcasting Office".		Passed
2	Click "News".		Passed
3	Click on "Change channel".	Channel changed.	Passed
4	Click on "Tips and Announcements" and click on the latest "News".	Latest news opened and readdy to read.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-465: Enlistment Office- "Quick Select"

Summary:

Test if user can use "Quick Select" to Enlist wounded troops.

#:	Step actions:	Expected Results:	Execution

			Status:
1	Click on "Enlistment Office".		Passed
2	Click "Enlist".		Passed
3	Click "Quick select" and select how many troops you want to Enlist.		Failed
4	Click "Enlist".	Troops selected return to Settlememt.	Failed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Failed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		
Execution notes	Bug raport on step 3. Enlistment Office- "Quick Select" with ID "SOS_01".		

Test Case naqa6-110: Zoom in and out

Summary:

Test if Zooming in and out will affect in any way game image or animation.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Zoom in at max.	No distortion on the image.People walking around the base and workers working on buildings. No glitches, animation working perfectly.	Passed
3	Zoom out at max.	No distortion on the image, animation working perfectly.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**1.00**		

Test Case naqa6-341: Research Lab

Summary:

Test if user can perform a researsh.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Research Lab".		Passed
3	Click "Research".		Passed
4	Choose one of the 3 options fo Research "Development", "Battle" or "Economic" and click on it.		Passed
5	Click on one of available for reshearch icons.		Passed
6	Click "Research".	Research started.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Test Case naqa6-342: Research Lab- Incubator

Summary:

Test if user can Deposit Biocaps and use one of the Schemes.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Research Lab".		Passed
3	Click " Incubator"		Passed
4	Click on one of the 4 schemes available.		Passed
5	Select the amount you want to deposit and click "Deposit".	Incubator timing started counting down.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details

Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-343: Hero Precinct-Explore

Summary:

Test if user can perform an Exploration.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Hero Precinct".		Passed
3	Click on "Explore".		Passed
4	Choose one of the available "Trails" and click on it.		Passed
5	Click on first Challange inside Trail and click "Challange".		Passed
6	Execute Challange.	Challange executed.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details

Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**5.00**

Test Case naqa6-344: Hero Precinct-Search

Summary:

Test if user can perform Advanced and Epic Search.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Hero Precinct".		Passed
3	Click "Search".		Passed

4	Click on "Advanced Search".		Passed
5	After Search was made click OK.	Rewards colected.	Passed
6	Click on "Epic Search".		Passed
7	After Search was made click OK.	Rewards colected.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-345: Garage

Summary:

Test if use is able to train Riders in the Garage.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Garage".		Passed
3	Click "Train".		Passed
4	Select the level of troops you want to train.		Passed
5	Click "Train".	Countdown for troops training started.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-346: Barracks

Summary:

Test is user is able to train Infantry in the Barracks.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Barracks"		Passed
3	Click "Train".		Passed
4	Select the level of troops you want to train.		Passed
5	Click "Train".	Countdown for troops training started.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-347: Range

Summary:

Test if user is able to train Hunters in the Range.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Range".		Passed
3	Click "Train".		Passed
4	Select the level of troops you want to train.		Passed
5	Click "Train".	Countdown for troops training started.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**1.00**	

Test Case naqa6-348: Intel

Summary:

Test if user is able to perform Intel task.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Intel Post".		Passed
3	Click on "Intel".		Passed
4	Perform all tasks in Intel.	Tasks performed successfully.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**10.00**	

Test Case naqa6-349: Hospital

Summary:

Test if user is able to heal wounded troops in the Hospital.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Hospital".		Passed
3	Click "Heal".		Passed
4	Select the number of troops you want to heal and click "Heal"	Counting down timer on Healing started.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	

Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-350: Assembly Point

Summary:

Test if user is able to use "Timer Help" for Allinace members.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Assembly Point".		Passed
3	Click "Help".		Passed
4	Click "Help All".	Timer Help given to all Alliance members who asked for Time Help.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-351: Trading Post

Summary:

Test if user in able to buy from " Market Stall".

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on "Trading Post".		Passed
3	Click on "Market Stall".		Passed
4	Choose one of the items you want to buy and click on the price.	After clicking the price, the item is successfully bought.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-352: Resources Buildings

Summary:

Test if user is able to collect from Resources Buildings.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on My Settlement.		Passed
2	Click on all Icons above Resource Buildings.	Resources collected.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6

Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Suite : Out of the requirements

Test Case naqa6-442: Move a character from a state to another where you already have limit of 2 characters per state

Summary:

Test if use can move a character from another state where user already has the limit of 2 characters per state.

#:	Step actions:	Expected Results:	Execution Status:
1	Make another character on the same accont.		Passed
2	Keep it under level 6.		Passed
3	On the first 5 days try to relocate this new character to a state where limit characters per state has been reached.	Relocation is not possible. The state limit of characters per state has been reached.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**4.00**		

Test Case naqa6-139: Attack a Settlement from the same Alliance as you

Summary:

Test is user is allowed to attack an Settlement for same Aliance.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Look for a Settlement from the same Alliance as you.		Passed
3	Click on Settlement and try to attack.	Attack is not an option. On clicking the Settlement the only options are View , Info and Reinforce.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**2.00**		

Test Case naqa6-140: Attack a gathering troop on a resource tile from the same Alliance

Summary:

Test if user is allowed to attack gathering troops on a resource tile from the same Alliance.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wildernes".		Passed
2	Look for resource tile already occupied by an Alliance member.		Passed

| 3 | Click on tile and try to attack. | Attack is not an option. On clicking the tile the only option is Info. | Passed |

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-388: Attack a gathering troop on rss tile that is already occupied by member from another Alliance

Summary:

Test what happens if user sends troops to a resource tile that is already occupied by member from another Alliance.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Look for a sesource tile that is alredy occupied by someone who is Not in the same Alliance as you.		Passed
3	Click on "Resource Tile".		Passed
4	Click Attack.	The user who has the Victory on the attack will remain to gather the tile resources. The losing troops will go back to Settlement.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-138: Open the same account on two different devices

#:	Step actions:	Expected Results:	Execution Status:
1	Open game on mobile.		Passed
2	Wait until you are logged in and you see inside your Settlement.		Passed
3	Open game in PC (BlueStacks) and wait until you are logged in and you see inside your Settlement.	As soon as the user login into the second device, a popup appears "Your account has logged in on another device. This session has been terminated." Contact support or Reconnect.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**5.00**

Test Case naqa6-389: Sent troops to a resource tile at the same time with another member

Summary:

Test what happens when user sends troops to a resource tile at the same time with another member from same Alliance.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Look for an empty resource tile that a gathering troop from the same Alliance is marching to occupy.		Passed
3	Send gathering troops to the same tile.	The first troop who occupies the tile remains to gather. The second troop goes back to Settlement.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**4.00**

Test Case naqa6-921: Move to another state with your Main character

Summary:

Test if user can move to another state with a base level greater then 6.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Map".		Passed
3	Go at the edge of the state and click on the ground on the neighbor state.		Passed
4	Click on the Magnifier icon.		Passed
5	Click on the ground then click "Join State".	Text popup "HQ must be level 6 or less to join a different State".	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**3.00**

Test Case naqa6-687: Plague Zone Solo

Summary:

Test how many PZ levels can user complete solo at "Base Plasma 2 with Troops Plasma 2'".

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Search" icon on screen.		Passed
3	Click on "Plaque Zone".		Passed
4	Select level 1 and click "Search"		Passed
5	Click on Plaque Zone lvl 1 .		Passed
6	Click "Launch Strike Team" on Plague Zone lvl 1 and execute the task solo.		Passed
7	From Step 4 to 6, do the same from level 1-10.		Passed
8	From Step 4 to 6, do the same from level 10-20.		Passed

9	From Step 4 to 6, do the same from level 20-25.		Passed
10	From Step 4 to 6, do the same from level 25-30.	Plague Zone is a team task from 3 to 10 members. User is not able to solo kill a high level Plague Zone.	Failed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Failed**
Execution Mode:	**Manual**
Execution duration (min):	**30.00**
Execution notes	User fails to kill level 28 Plague Zone Solo.

Test Case naqa6-978: Influencer Trap-Rally

Summary:

Test if user can open more then one Rally on Influencer Trap Event.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Influencer Trap".		Passed
2	Click "Rally" then click "March".		Passed
3	Click on "Influencer Trap" again.		Passed
4	Click "Rally" then click "March".	Popup " You cannot launch more then one rally at a single target at a time".	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Case naqa6-1172: Plague Zone-No Alliance

Summary:

Test if user can do a "Plague Zone" if he is not in an Alliance.

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Wilderness".		Passed
2	Click on "Search".		Passed
3	Click on "Plague Zone" and then click "Search".		Passed
4	Click on "Plague Zone" and then click "Launch Strike Team"	Popup with "You must be in an Alliance to do this!"	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**2.00**

Test Suite : Compatibility

Test Case naqa6-83: Install on Leptop

Summary:

Test if user can Install State of Survival on PC.

#:	Step actions:	Expected Results:	Execution Status:
1	Open BlueStacks.		Passed
2	Click on Google Play.		Passed
3	On Search bar type "State Of Survival".		Passed
4	Click "Install".	Download game started followed by installation. Installation successful.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**5.00**

Test Case naqa6-85: Launching game on Leptop

Summary:

Test if user can launch game on PC.

#:	Step actions:	Expected Results:	Execution Status:
1	Open BlueStacks.		Passed
2	Click on "State of Survival" Icon.	Game successfully lanched.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium

Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**

Test Case naqa6-84: Install on Mobile (Android)

Summary:

Test if user ca Install Game on Mobile(Android)

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "Play Store".		Passed
2	Type in "State of Survival".		Passed
3	Click Install.	Download game started followed by installation. Installation successful.	Passed

Execution type:	Manual
Estimated exec. duration (min):	

Priority:	Medium		
Execution Details			
Build	Naq6		
Tester	mina.cheveresan		
Execution Result:	**Passed**		
Execution Mode:	**Manual**		
Execution duration (min):	**5.00**		

Test Case naqa6-86: Launching game on Mobile (Android)

Summary:

Test if user can launch game on Mobile(Android).

#:	Step actions:	Expected Results:	Execution Status:
1	Click on game icon in your phone.		Passed
2	Pop-up appears to confirm you agree with Privecy Policy and Terms of Service. Click "Confirm" to continue.	Game launched successfully.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**1.00**	

Test Case naqa6-112: Install on Mobile (IOS)

Summary:

Test if user can Install game on Mobile(IOS)

#:	Step actions:	Expected Results:	Execution Status:
1	Click on "App Store".		Passed
2	On search bar type "State of Survival".		Passed
3	Click "Install".	Download game started followed by installation. Installation successful.	Passed
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		

Execution Details		
Build	Naq6	
Tester	mina.cheveresan	
Execution Result:	**Passed**	
Execution Mode:	**Manual**	
Execution duration (min):	**5.00**	

Test Case naqa6-113: Launching game on Mobile (IOS)

Summary:

Test if user can launch game on Mobile(IOS).

#:	Step actions:	Expected Results:	Execution Status:
1	Click on game Icon in your phone.		Passed
2	Pop-up appears to confirm you agree with Privecy Policy and Terms of Service. Click "Confirm" to continue.	Game launched successfully.	Passed

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Execution Details	
Build	Naq6
Tester	mina.cheveresan
Execution Result:	**Passed**
Execution Mode:	**Manual**
Execution duration (min):	**1.00**