**Test case**: 2.1 – normal start

**Pre condition**: User is Inside game zone

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Reaction | Result |
| 1. | Open the app | The app opens and looks if the user is inside the game zone |  |
| 2. | Wait for system to start | The system starts as normal and the player can start playing the game |  |

**Test case**: 2.2 – start outside play area- and not returning

**Pre condition**: User is outside game zone

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Reaction | Result |
| 1. | Open the app | The app opens and looks if the user is inside the game zone |  |
| 2. | Wait for system to start | The system will find that the player is outside the game area |  |
| 3. | Get notification | The system will show a notification  That the player is outside the arear |  |
| 4. | System continues to block play | The system will continue to tell the player that he is outside the area of play |  |

**Test case**: 2.3 – start outside play area- and returning inside area

**Pre condition**: User is outside game zone

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Reaction | Result |
| 1. | Open the app | The app opens and looks if the user is inside the game zone |  |
| 2. | Wait for system to start | The system will find that the player is outside the game area |  |
| 3. | Get notification | The system will show a notification  That the player is outside the arear |  |
| 4. | Walk inside the play area | the system will turn of the notification |  |
| 5. | Are able to see the game | The system will allow you to play the game again as normal |  |

**Test case**: 2.4 – start inside, leaves while in play

**Pre condition**: User starts in game zone

|  |  |  |  |
| --- | --- | --- | --- |
| Step | Action | Reaction | Result |
| 1. | Open the app | The app opens and looks if the user is inside the game zone |  |
| 2. | Wait for system to start | The system starts as normal and the player can start playing the game |  |
| 3. | Walk outside the game area | The system will show a warning that you are outside the arear of play |  |
| 4. | Walk balk inside arear | The system will remove the warning, and play can be resumed as before |  |