Following is the description of a game. Go through it carefully and send us the following

1. A list of all parts of the software that will need to be tested. For example
   a. UI/UX
   b. Data etc
2. Write some test cases for the game play part of the software. They do not have to be very detailed but aim for maximum coverage in what you are discussing
3. Share a list of the assumptions that you have made (If any)
4. Also make a list out tests that will need to be successful to be able to release the game.
5. You have 3 days to share your output

Game Title: Puzzle Progression

Game Structure:

Puzzle Progression is a multiplayer game, managed by a game master, featuring five teams with five members each. It is a digital game that will be played on a mobile device.

This game thrives on teamwork, and collaborative problem-solving skills. It's a game of strategy and efficient communication among team members as they the solve puzzle challenges.

Game Play and Objectives:

The game deploys five levels of puzzle system and difficulty levels of puzzles increases as the levels increase All team members can move all the pieces. There will be no restrictions on who can move what or where.

The initial stage will be comparatively easy to solve, intended to enable team members to figure out their work dynamic and to warm them up for the impending increased complexity. As teams go through the levels, the puzzles become increasingly difficult, thus requiring enhanced levels of teamwork and innovation.

The game master is responsible for monitoring and managing the game flow and ensuring all rules are adhered to. He/she may also guide teams when they are utterly stranded

Data Collection:

Each move that players make while solving the puzzles is tracked and saved. The amount of time each team takes to solve each level, the different strategies employed, the success rate in every attempt and the sequence of solved puzzles are all saved.

Game Report:

Once the game concludes, all these collected data will be processed to draw insightful conclusions about each team's performance and dynamics, and each player's individual contribution.

In the end, the team that has completed all the levels in the quickest time with the fewest attempts will be hailed as the winners of Puzzle Progression, showing true prowess in teamwork and problem-solving.