

# Testing documentation for the main game Front-end

## **Step 1: Logging in**

Register a new account and then login with this account.

## **Step 2: Loading**

The game should now start loading. Go to the console view in your browser. You should see many kinds of success messages. Make sure no errors are visible in this step.

## **Step 3: Check animation**

After everything is loaded see if some water tiles are being animated correctly. They should change at a regular interval.

## **Step 4: Moving around**

After everything is loaded, try dragging around the screen. The world should now move together with the mouse. Dragging beyond any of the corners shouldn't work. Also try moving around using the arrow keys.

## **Step 5: Moving a building**

Now try moving a building. Click the building (without dragging), now move the mouse to a new position. If the building is on a valid piece of land (not water or other buildings) click again to place the building. The building now shouldn't be attached to the mouse anymore. Now try moving another building and attempt to place it on water and another building. This shouldn't place the building. Now again place the building on a valid location.

## **Step 6 Pop-up**

Try right-clicking on all kinds of buildings. For each building a unique pop-up should show up.