

- 1.) App launches without crashing.
 - a.) Local save data loads.
 - b.) Game starts on the gathering tab.
 - c.) User cannot rotate app to horizontal mode.
- 2.) User can switch between any two tabs.
 - a.) Rapidly switching tabs does not cause data corruption or crashing.
 - b.) Inventory is in sync across all tabs.
- 3.) The UI loads correctly on each tab.
 - a.) All UI components are aligned.
 - b.) All tabs are scrollable.
 - c.) All images load.
- 4.) User can gather resources.
 - a.) Gathering begins when user presses item image.
 - b.) Progress bar increases according to gather rate.
 - c.) Pressing the gather button while gathering is already in progress for an item has no effect.
 - d.) Item count increases once gathering completes.
 - e.) Once max item count is reached, item cannot be gathered.
 - f.) Multiple items can be gathered simultaneously.
- 5.) User can craft resources.
 - a.) User can increase and decrease the number of item to craft.
 - b.) Crafting begins when user presses item image.
 - c.) User cannot craft item if requirements are not met.
 - d.) Progress bar increases according to crafting rate.
 - e.) Pressing the craft button while crafting is already in progress for an item has no effect.
 - f.) Item count for crafted item increases once crafting completes.
 - g.) Item count for required items decreases once crafting completes.
 - h.) Once max item count is reached, item cannot be crafted.
 - i.) Multiple items can be crafted simultaneously.
- 6.) User can purchase upgrades from the shop.
 - a.) User can increase and decrease the number of upgrade to purchase.
 - b.) Player funds decrease once upgrade is purchased.
 - c.) Upgrade count increases once upgrade is purchased.
 - d.) Increasing an item's max count is reflected in the gathering or crafting tab.
 - e.) Increasing an item's gathering or crafting rate is reflected in its progress bar speed.
- 7.) User can buy or sell items from their inventory.
 - a.) User can increase and decrease the number of item to buy or sell.
 - b.) User cannot sell more of an item than they currently have.
 - c.) User cannot purchase more of an item than they can currently afford.
 - d.) Item count decreases when item is sold, increases when item is purchased.
 - e.) Player funds increase when item is sold, decrease when item is purchased.