

TestCase_section_#	Title	Precondition	Steps	Expected result	Notes	Priority
tc_game_001	launching the game	game is installed	open the app	the game launches with splash screen and shows the main menu	game reacts accordingly based on input	high
tc_game_002	tutorial display	game is installed and launched, user is at main menu	start the game as a new user	tutorial appears at level 1	game reacts accordingly based on input	high
tc_game_003	completing a level with X differences	game is installed and launched, user is at main menu	finish levels Y-Z by finding all X differences	player progresses to the next levels	game reacts accordingly based on input	high
tc_game_004	timer functionality	game is installed and launched, user is at gameplay	observe the countdown timer during a level	timer counts down correctly and enforces time limit	game reacts accordingly based on input	medium
tc_game_005	difference counter accuracy	game is installed and launched, user is at gameplay	tap each correct difference	counter at the top increases with each correct find and animation of bunny eating a carrot	game reacts accordingly based on input	high
tc_game_006	incorrect tap behavior	game is installed and launched, user is at gameplay	tap on an area with no difference	visual error indicator appears and -7sec penalty	game reacts accordingly based on input	medium
tc_game_007	level-to-level progression	game is installed and launched, user is at gameplay	complete each level from 1 to 6	player advances to the next level	game reacts accordingly based on input	high
tc_game_008	reward system (carrot collection)	game is installed and launched, user is at gameplay	complete a level	reward screen appears with carrot count and optional Ad multiplier wheel	game reacts accordingly based on input	high
tc_game_009	ad display between levels	game is installed and launched, user is at gameplay	complete level	video ad may appear; user can skip or watch to continue	game reacts accordingly based on input	medium
tc_game_010	booster availability	game is installed and launched, user is at gameplay	check presence of booster auto hint	boosters are visible and perform as their description	game reacts accordingly based on input	medium
tc_game_011	ad-triggered booster behavior	game is installed and launched, user is at gameplay	tap a booster that requires watching an ad	ad plays, booster becomes active afterwards	game reacts accordingly based on input	high
tc_game_012	completing to level 6	game is installed and launched, user is at main menu	complete to level 6	transition to next level	game reacts accordingly based on input	medium
tc_mob_013	screen orientation support	game is running	1. launch game 2. rotate device 3. observe game behavior	game ui adjusts or locks to a specific orientation as expected	orientation change handled gracefully	medium
tc_mob_014	touch responsiveness	game is running	1. tap various ui elements like buttons and boosters 2. observe reaction	all interactive elements respond to touch accurately	touch input correctly processed without lag or delay	high
tc_mob_015	background and resume behavior	game is running and a level is active	1. minimize app 2. wait 30-60 seconds 3. resume app	game state is preserved and user can resume play	no data loss or crashes after resume	high
tc_mob_016	low battery or call interruption handling	game is running and system event occurs	1. start game level 2. simulate phone call or battery warning	game pauses or handles event without crashing/progression lost	user can continue after interruption	high
tc_mob_017	behavior on different screen resolutions	device has high/low resolution display	1. launch the game on multiple devices 2. observe ui	ui scales correctly and no overlap or missing elements	visual consistency across supported devices	medium
tc_ad_018	rewarded video ad grants booster	booster screen is visible and network connection is stable	1. tap a booster with an ad icon 2. watch the full ad	booster becomes active after the ad completes	booster applied and player returns to game	high
tc_ad_019	ad loads correctly with stable internet	stable internet connection and ad inventory available	1. trigger ad placement 2. observe ad playback	ad loads and plays within expected time	user can proceed normally after ad ends	medium
tc_ad_020	fallback behavior when ad fails to load	internet is turned off or unstable	1. trigger ad placement 2. observe behavior	app shows a proper error message	user remains on same screen, game remains responsive	high
tc_ad_021	ad can be closed after it's finished	ad is played from any rewarded ad placement	1. trigger a rewarded ad 2. wait until ad ends 3. tap the close button	ad closes and user is taken back to the game	reward granted	high
tc_ad_022	user returns to correct game screen after ad	any ad was played from the game	1. watch ad (booster / reward / between levels) 2. wait until it's over 3. observe destination screen	user returns to the correct context	game flow continues normally	high
tc_ad_023	interstitial ad shows only at allowed moments	developer-defined timing for interstitials	1. play through multiple levels 2. observe when interstitials appear	interstitials appear only in valid locations (not mid-level)	user is not interrupted during gameplay	medium
tc_ad_024	no ad crashes or black screens	ad inventory includes video and interstitial formats	1. trigger multiple ad views (repeatedly) 2. observe playback quality and app behavior	ads play correctly without crashing the app	game stays stable	high
tc_ad_025	clickthrough behavior of ad redirects	ad with clickable call-to-action is served	1. tap on the ad's cta or banner link 2. observe browser redirect	external browser or store is opened with target link	player can return to game afterward	medium
tc_ad_026	ad view is tracked in analytics	analytics sdk (e.g., firebase) integrated	1. watch a rewarded ad 2. verify backend or console for event log (e.g., ad_watched)	ad event is tracked in analytics	developers can analyze ad engagement	high

task 2: pre-release checklist for the game

functional testing:

app launches on all supported platforms (ios/android)

gameplay mechanics function correctly (difference detection, hints, boosters)

rewards and bonuses are granted as expected

ui/ux

ui adapts to various screen sizes and resolutions

all texts are readable and buttons are tappable

animations are smooth and transitions work properly

localization

language switch works correctly

all ui elements are properly translated

ads

ads play correctly without freezing or errors

no softlocks or crashes after ads

ad frequency is within settings

rewarded ads grant correct items

performance

game runs smoothly on older and newer devices

loading time is reasonable and consistent

no memory leaks or crashes observed

analytics

key gameplay events are tracked (*startlevel, finishlevel, usehint, adwatched etc...*)

sdk integrations (e.g. *firebase*) are working as expected

stability & offline behavior

game handles offline/unstable network situations gracefully

no critical issues like black screens, freezes or crash loops