Test name	Test Description	Status	Comment				
	Experiment						
Control	Ensure if no new changes are added	**Not checked**					
Var1	Ensure if new changes are reflecting	**Not checked**					
Var2	Ensure if new changes are reflecting	**Not checked**					
Unlock Criteria	Verify that QC is unlocked as per the runtime qcep = 10	**Not checked**					
	Verify that QC is unlocked as per the runtime qcep = 20	**Not checked**					
(Daily Goals) : Clear puzzle levels	Verify that completion of each tier unlocks a coin reward (Level 5)	**Not checked**					
	Verify that completion of each tier advances to the next tier (Level 15)	**Not checked**					
	Verify that after completing the third tier, this task is marked as "Complete".(Level 30)	**Not checked**					
Task 2: Complete the Daily Challenge	To verify that completion of all 3 puzzles in the Daily Challenge fulfills this task	**Not checked**					
	To verify that the progress bar related to this task will fill as puzzles out of 3 DC are completed	**Not checked**					
Task 4: Watch W2E ads	Verify that completion of each tier unlocks a coin reward (w2e 2)	**Not checked**					
	Verify that completion of each tier advances to the next tier (w2e 3)	**Not checked**					
	Verify that after completing the third tier, this task is marked as "Complete".(w2e 5)	**Not checked**					
Bonus Quests	To verify that Bonus Quest displays xPromo offers	**Not checked**					
	To verify that it provides coin rewards upon successful completion of the promoted action	**Not checked**					
Achievements (Long-Term Goals)	To verify that Lone- term Goals include cumulative tasks such as	**Not checked**					
	Play X levels in a day	**Not checked**					
	Play for X consecutive days	**Not checked**					
	Make an in-app purchase	**Not checked**					
	Surfacing and Navigation						
QC Icon Placement	To verify that the QC icon will be positioned second in the existing six-icon toolbar in PS	**Not checked**					
	To verify that the QC icon will be placed on the right bottom section of the home screen.	**Not checked**					
	To verify that the QC icon will be placed in the left bottom of Daily challenge puzzle screen	**Not checked**					
QC Icon Notification Logic (Jewel Notif)	To verify that "NEW" tag below the QC icon indicating that Daily Quests are available	**Not checked**					
	To verify that "NEW" tag is removed when user clicks or after a certain number of game screen views	**Not checked**					
	To verify that on completion of quest(s), a jewel number "1" or "2" (depending on no. of completed quests) is displayed on top of the icon.	**Not checked**					
FTUE	To verify that QC will surface as soon as the unlock condition is met	**Not checked**					

	To verify that FTUE will be shown to user when following conditions are met: If user has not already viewed the QC screen. User has a goal in claim/complete state. User is on the main puzzle screen.	Not checked				
	To verfiy that it is a forced FTUE with a overlay around the QC icon on the main puzzle screen	Not checked				
	Goals Logic					
Daily Goals	Verify that once a tier is complete, the "Claim" button appears with the coin reward value	Not checked				
Bonus Quests	To verify that upon tapping, players are redirected to the app store or a relevant action prompt	Not checked				
Back to Puzzle logic	To verify that QC screen will have a back to puzzle button at the bottom	Not checked				
	To verify that tapping on button will redirect user to the game screen of the current(incomplete) LLP puzzle or the next new puzzle in case of no incomplete puzzles.	Not checked				
	To verify that player clicks on QC icon on DC puzzle screen, back to puzzle should take the player back to DC puzzle screen	Not checked				
In-Game Notification	To verify that notif will not be tappable and will dismiss automatically post 3s.	Not checked				
	To verify that notif triggers when user completes 100% of goal target for any goal	Not checked				
	To verfiy that these notifications will be displayed on Puzzle Screen (Both Level Puzzles and Daily Challenge Puzzle).	Not checked				
	To verfiy that the notif should get auto dismissed if the puzzle gets completed.	Not checked				
	To verfiy that the notif should get auto dismissed if any popup is to be shown while the notif is being shown	Not checked				
	To verify that if a trigger point for In-game notif overlaps with the last word clear of a puzzle, the in-game notif will trigger on the next puzzle at puzzle start	Not checked				
	To verify that If multiple goals get completed by 1 user action then the order of priority will be from top to bottom of this goals list	Not checked				
Copy text	To verfiy all the copy text is as per the mock	Not checked				
	Notif	Not checked				
	Pop-up	Not checked				
	FTUE	Not checked				
UI	To verfiy that all the UI/animation is as per the mock	Not checked				
Edge case	Spam tap	Not checked				
	Kill and relaunch	Not checked				
	Background and foreground	Not checked				
	Offline case	Not checked				
	Update case	Not checked				
	Control to var1					
	Verify changes displayed as per allocated varint	Not checked				
	Control to var2					
	Verify changes displayed as per allocated varint	Not checked				

Exp movement	**Var1 to control**					
	Verify changes displayed as per allocated varint	Not checked				
	Var2 to control					
	Verify changes displayed as per allocated varint	Not checked				
	Var1 to Var2					
	Verify changes displayed as per allocated varint	Not checked				
	Var2 to Var1					
	Verify changes displayed as per allocated varint	Not checked				