

1. Describe the core loop of the game as you see it;

The core loop of the game is the development of cannabis trading network in the city, organization of production of cannabis and distribution of it to the trading network by the warehouses, grow houses and markets, receiving of the profit from the sailing of jars with product.

2. Review of the Gas Station/Warehouse

The jars with product arrive to the Gas Station/Warehouse, where player can manage the order of next delivery of the jars to the shops. The order of receiving of jars by the shops is determined by the order of jars on the conveyor that linked to each shop. Player can stop, change or delete the jars on the shelves and conveyors.

The jars of each product are produced in the Grow Houses arrived to the Gas Station/Warehouse in amount of 10 pieces. It's possible, when Gas Station/Warehouse have free space. If not, process of delivery will stopped and player will see the notification. Every shop can be linked to the Gas Station/Warehouse by 1 conveyor. Amount of conveyors can be upgraded by the player. Player can link the conveyor to the shop by the button on conveyor. Also there is displayed the status of the shops (linked or unlinked).

If the player don't assign or don't have staff in the grow house he can do manual delivery of the jars, collect the harvest and water the product. The status of the process is displayed on the screen. Also it's possible to do auto delivery of product by assigning of the staff in grow house.

If the player will assign the staff in Gas Station/Warehouse, it will be available auto sorting of the jars on conveyor depends on demand in the shops. The movement of the jars and conveyors in the Gas Station/Warehouse is animated.

3. Write checklist for this in-game feature;

Hemp Inc 2.1.1		
Action	Result	Comments
Checking the entering in/closing of the Gas Station/Warehouse		
Checking the manual delivery of jars to the Gas Station/Warehouse		
Checking the auto delivery of jars to the Gas Station/Warehouse		
Checking the assigning/removing of the staff in the Gas Station/Warehouse		
Checking the change of the order of jars on the storage in the Gas Station/Warehouse		
Checking the change of the order of jars on the conveyor in the Gas Station/Warehouse		
Checking the linking/unlinking of conveyors to the markets		
Checking the auto sorting of the jars on conveyor		

Checking the stop/continue process of delivery of the jars in the Gas Station/Warehouse		
Checking the adding of furniture items to the Gas Station/Warehouse		
Checking the displaying of status of conveyor/storage in the Gas Station/Warehouse		
Check the animation of the assigned staff in the Gas Station/Warehouse		
Check the animation of the conveyor in the Gas Station/Warehouse		
Check the animation of moving of the jars in the Gas Station/Warehouse		
Checking the sending of the jars from the Grow House to the Gas Station/Warehouse, when last is full of jars		

4. Write 2 or more test cases for check difficult mechanics of this in-game feature;

TestCase1

Summary

The manual sending of the jar from the Grow House to the full Gas Station/Warehouse

Preconditions

The Gas Station/Warehouse full of jars

Steps	Expected results
1. Grow and collect the plants in the Grow House	The jars is displayed on the storage in the Grow house
2. Click the "To Warehouse" button above the jar	"The storage in Warehouse is full!" message is displayed on the screen

TestCase2

Summary

The seeds buying with insufficient money

Preconditions

The balance of money is lower than price of one seed

Steps	Expected results
1. Press the "Shop" button in the Grow House	The page of the Shop is opened
2. Click on the Seed icon	The Seed details is opened

3. Click on the “Buy” button	The “You don’t have enough money” message is opened
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5. Report the bugs that you will find in this process (working with GDD and playing the game);

BugReport1

Priority High  
Severity Blocked  
Reproducibility One time  
Platform Mobile Oneplus 7T  
OS Android 10.0.7

Summary  
The hero can't be chosen after clicking on it after his recovering in the hospital

Description  
The hero is hidden and can't be chosen after clicking on it after his recovering in the hospital

- Steps to reproduce
1. Start the mission of the hero
  2. Wait when the hero will attacked by the gang and come to the hospital
  3. Recover the hero
  4. Click on the hero
  5. Look at the hero

Actual result  
The hero can't be chosen after clicking on it after his recovering in the hospital. The Hospital page is opened after the clicking

Expected result  
The hero is chosen after clicking on it after his recovering in the hospital

Attachments



## BugReport2

Priority Low  
Severity Minor  
Reproducibility Intermittent  
Platform Mobile OnePlus 7T  
OS Android 10.0.7

Summary  
The clipping bug in the Shop

Description  
The Gangster goes through the wall in the Shop when he follows the hero

Steps to reproduce

1. Start the mission of the hero
2. Open the Shop
3. Look at the Gangster

Actual result  
The Gangster goes through the wall in the Shop when he follows the hero

Expected result  
The textures of the wall and the Gangster are not overlapped

### Attachments



## BugReport3

Priority High  
Severity Minor  
Reproducibility Intermittent  
Platform Mobile OnePlus 7T  
OS Android 10.0.7

Summary  
The action button isn't displayed in the Grow House

Description

The action button isn't displayed above the empty table in the Grow House

Steps to reproduce

1. Open the Grow House
2. Look at the empty table

Actual result

The action button isn't displayed above the empty table in the Grow House

Expected result

The action button is displayed above the empty table in the Grow House

Attachments



BugReport4

Priority Low

Severity Minor

Reproducibility Intermittent

Platform Mobile OnePlus 7T

OS Android 10.0.7

Summary

The "Full" status is displayed above the storage in the Gas Station

Description

The "Full" status is displayed above the storage in the Gas Station

Steps to reproduce

1. Open the Gas Station
2. Look at the storage

Actual result

The "Full" status is displayed above the storage in the Gas Station

Expected result

The "Full" status isn't displayed above the storage in the Gas Station

Attachments



BugReport5

Priority Medium

Severity Minor

Reproducibility Always

Platform Mobile OnePlus 7T

OS Android 10.0.7

Summary

The action button is covered by the level's icon in the Grow House

Description

The action button is covered by the level's icon in the Grow House

Steps to reproduce

1. Open the Grow House
2. Completely fill the storage
3. Look at the action button

Actual result

The action button is covered by the level's icon in the Grow House

Expected result

The action button isn't covered by the level's icon in the Grow House

Attachments



