

**Project: Hemp, Warehouse**

id	Test item	Result		
1	Check ability to buy Warehouse	Pass		
2	Check if there is a tutorial when you first enter Warehouse	Pass		
3	Check that weed delivers to Warehouse before Shop	Pass		
4	Check that "linking buildings" button appears in Growhouse	Pass		
5	Check ability to link one Warehouse to a multiple number of Grow Houses	Pass		
6	Check ability to deliver and store jars in the Warehouse's general storage	Pass		
7	Check ability to create a conveyor in Warehouse	Pass		
8	Check ability to add another conveyor to the Warehouse	Pass		
9	Check ability to add up to 6 conveyors in the Warehouse	Pass		
10	Check ability to link a conveyor to a Shop	Pass		
11	Check ability to link different conveyors to different Shops	Pass		
12	Check ability to put one staff member to Warehouse	Pass		
13	Check ability to put other staff member to the Warehouse when one is already there	Pass		
14	Check that slot is being reserved for the delivering jar in Warehouse when delivering process began in Growhouse	Pass		
15	Check that user sees an alert message "Full!", if there is no more place for jars in Warehouse but he tries to deliver it	Pass		
16	Check ability to deliver a jar from Growhouse to Warehouse within 5 seconds	Pass		
17	Check ability to upgrade the Warehouse	Pass		
18	Check that storage look like shelves in the Warehouse and is visually seen to the player	Pass		
19	Check that weed is transported from storage to conveyor	Pass		
20	Check ability to sort weed according to "High demand" option	Pass		
21	Check ability to sort weed according to "No sorting" option	Pass		
22	Check that the Warehouse storage has 10 jars capacity	Pass		
23	Check ability of staff member to do his job in the Warehouse	Pass		
24	Check that the work of staff members is visually shown	Pass		
25	Check ability to delete the jar from conveyor by holding and dragging it to the recycle bin	Pass		
26	Check ability to put jar back to the storage from conveyor	Pass		
27	Check ability to see correct information in "jar info"	Pass		
28	Check that notification "Storage is full" pops up when the storage of the Warehouse is full	Pass		
29	Check ability to automatically move the weed from storage to conveyor (when there are staff members inside)	Pass		
30	Check ability to move weed from the storage to a less loaded conveyor	Pass		
31	Check that if a conveyer is filled, jars aren't put on it	Pass		
32	Check that storage check all conveyors and give priority to a less loaded one	Pass		
33	Check that the amount of jars on a conveyor can be maximum 5	Pass		

34	Check that default value for conveyor with a staff member is "High demand"	Pass		
35	Check that two Order Priority popups can't be opened at once	Pass		
36	Check that jars can't be put on conveyor unless it is linked with the Shop	Pass		
37	Check that a jar moves to the very end of the conveyor from the storage if it's not busy with another jar	Pass		
38	Check that if conveyor is busy with another jar, the next jar is put behind it and so on	Pass		
39	Check ability to move jars from conveyor to the linked Shop within 5 seconds	Pass		
40	Check that after one jar is transported to the shop, the next jar instantly moves one step forward on the conveyor	Pass		
41	Check ability to set priority for each conveyor	Pass		
42	Check ability to make manual ordering before adding some staff members to Warehouse	Pass		
43	Check ability to self sort all the items on the racks/belts by dragging them	Pass		
44	Check ability to see conveyor belt movement animation	Pass		
45	Check animation of appearing/disappearing particles of the jar while transporting	Pass		
46	Check that any jar placed by the user keeps its order (moves down the line as products go through)	Pass		
47	Check that when user moves the jar, sorting algorithm still works for jars which stand on the left or right	Pass		
48	Check that sorting is visualised through animation: staff member carries the jars from one place to another.	Pass		
49	Check that each conveyor that leads to the Shop has a special button above it	Pass		
50	Check the ability to choose a Shop that will be connected with a conveyor by tapping the button above a conveyor	Pass		