ManualTestDisplayAssets	
Field	Details
Test Case	Test all assets are displayed correctly to the player
Preconditions	1. Tester must play through game 2. Game must be working (in order to load assets)
Data/Input	Name: Tester User interacts with game by placing buildings whenever possible
Pass Criteria	Buildings, Map, UI, Cursor, Fonts, Menus, Trees must all load as expected
Criteria Met?	Yes

ManualTestDisplayTips	
Field	Details
Test Case	Test that tips are displayed at the start of game to user
Preconditions	Tester must start game
Data/Input	None
Pass Criteria	A tip is displayed on-screen to the player
Criteria Met?	Yes

ManualTestGUIPlacement	
Field	Details
Test Case	Test that the GUI is correct
Preconditions	1. Player must load into a game
Data/Input	Name: Tester Player places building
Pass Criteria	All GUI elements are displayed in the expected position with expected fields
Criteria Met?	Yes

ManualTestBuildingPlacementEffects	
Field	**Details**
Test Case	Buildings should have different impacts on satisfaction based on their type and position in relation to other buildings
Preconditions	1. Player must load into a game
Data/Input	1. Building Placed: Acom, Rec, Rec 2. Building Placed: Rec, Study, Study 3. Building Placed: Cant, Cant, Cant
Pass Criteria	Satisfaction meter should differ as expected
Criteria Met?	Yes

ManualTestDisplayLeaderboard	
Field	**Details**
Test Case	At the end of the game, the game should display the leaderboard of the top 5 players' names and their scores.
Preconditions	1. Player must achieve a top 5 score at least once
Data/Input	Place buildings to achieve a score. Play 5 times Name: Tester1 Name: Tester2 Name: Tester3 Name: Tester4 Name: Tester5
Pass Criteria	When the tester plays the game the 6th time, the leaderboard should display 5 previous scores with inputted names
Criteria Met?	Yes

ManualTestAchievementTryHard	
Field	**Details**
Test Case	Tests that 'Try Hard' achievement is unlocked when score of 100% is achieved
Preconditions	Player must start the game
Data/Input	Place buildings in an arrangement to achieve 100% score
Pass Criteria	'Try Hard' achievement is displayed to user
Criteria Met?	Yes

ManualTestAchievementConsistency	
Field	**Details**
Test Case	Tests that 'Consistency' achievement is unlocked when satisfaction is kept above 50% for 2 minutes
Preconditions	Player must have started game
Data/Input	Place buildings in best arrangement to maintain satisfaction for 2 minutes
Pass Criteria	'Consistency' achievement is displayed to player
Criteria Met?	Yes