Amusement Park Mogul – Test Cases 9.30.24

1. Test Cases
    a. If a user chooses to build a roller coaster, gentle ride or shop, the fields they are asked to fill in will be for a roller coaster, gentle ride or shop, respectively
    b. If a user fills out fields related to building a roller coaster, gentle ride, or shop, the output of that attraction will end up being for a roller coaster, gentle ride, or shop, respectively
    c. If a user doesn't have enough cash to build an attraction, they will receive an error message encouraging them to build a smaller attraction, wait until their next round of cash, or buy more cash.
    d. If a user does have enough cash to build an attraction, the attraction will be built and the cash will be taken from their posted cash amount
    e. Every 4 minutes, an icon will appear with the option to reload their cash (calculation is based on app logic) /refresh their park rating
    f. After that option to reload their cash and refresh their park rating is selected, the cash and park rating is updated
    g. If a park rating falls below a certain level, the user will lose their investor cash.
    h. If a park rating goes above that threshold, the user will gain that investor cash back
    i. If a user runs out of cash and their park rating is too low for more cash, they will be prompted to buy more cash or start the game over
    j. If a user "buys" more cash, the amount of game cash they buy is added to their in-game cash amount