Manual Test Cases:

1. **Usability Testing:**

   Interface Navigation:

   - Action: Navigate through different sections of the game interface (homepage, betting area, account settings).
   - Expected Result: Smooth navigation with clear visual cues and intuitive layout.

   Instruction Clarity:

   - Action: Read and follow game instructions for placing bets and spinning the wheel.
   - Expected Result: Clear and concise instructions that guide users through gameplay without confusion.

   Consistency Check:

   - Action: Compare design elements (colour scheme, font style) across various screens and sections.
   - Expected Result: Consistency in design elements, ensuring a cohesive user experience throughout the game.

   Button Responsiveness:

   - Action: Click on different buttons (bet placement, spin) and observe response time.
   - Expected Result: Buttons respond promptly to user interactions, providing immediate feedback.

   Overall User Experience:

   - Action: Engage in gameplay from start to finish, including placing bets, spinning the wheel, and viewing outcomes.
   - Expected Result: Smooth and enjoyable user experience with no major usability issues encountered.

2. **Security Testing:**

   Data Handling Review:

   - Action: Review data handling practices to ensure encryption of sensitive information (user credentials, payment details).
   - Expected Result: User data is securely encrypted both at rest and in transit, mitigating the risk of unauthorized access.

   Authentication Mechanism Testing:

- Action: Attempt to bypass authentication mechanisms and access restricted areas of the game.
- Expected Result: Authentication mechanisms effectively restrict access to authorized users only, preventing unauthorized access.

Compliance Assessment:

- Action: Evaluate compliance with security best practices and industry standards.
- Expected Result: The game adheres to established security standards, minimizing the risk of security breaches and data breaches.

3. **Localization Testing:**

Translation Accuracy:

- Action: Review translated text for accuracy and consistency across different languages supported by the game. (DeepL Translate)
- Expected Result: Translations accurately convey the intended meaning without grammatical errors or mistranslations.

Cultural Appropriateness:

- Action: Assess game content and imagery for cultural sensitivity and appropriateness across diverse user demographics.
- Expected Result: Game content is culturally sensitive and respectful, avoiding stereotypes or offensive imagery.

Text Display Validation:

- Action: Verify that localized text fits within designated UI elements without truncation or overflow.
- Expected Result: Text is displayed correctly within UI elements, ensuring readability and aesthetic appeal.

Date, Time, and Currency Formats:

- Action: Change locale settings to different regions and verify the correct display of date, time, and currency formats.
- Expected Result: Date, time, and currency formats adjust according to locale settings, ensuring consistency with user preferences.

Terminology Consistency:

- Action: Review the consistency of terminology and language usage throughout the game for each supported language.
- Expected Result: Consistent terminology and language usage enhance user understanding and readability across different languages.

4. **Accessibility Testing:**

Screen Reader Compatibility:

- Action: Test the game interface using screen reader software to ensure compatibility and accessibility.

- Expected Result: Screen reader software accurately reads aloud all important game elements, providing accessibility for visually impaired users.

Keyboard Navigation:

- Action: Navigate through the game interface using only keyboard controls (tab, arrow keys).

- Expected Result: All game features and functionalities are accessible and operable via keyboard navigation, ensuring accessibility for users with motor disabilities.

Colour Contrast Ratios:

- Action: Evaluate colour contrast ratios to ensure readability for users with visual impairments.

- Expected Result: Text and graphical elements exhibit sufficient colour contrast ratios, facilitating readability and usability for users with low vision.

Alternative Text for Non-Textual Elements:

- Action: Verify the availability of alternative text descriptions for non-textual elements such as images and icons.

- Expected Result: Alternative text descriptions provide meaningful information for users who rely on screen readers or have images disabled.

5. **Regression Testing:**

   Bug Retesting:

   - Action: Retest previously identified bugs to ensure they have been effectively resolved in the current version of the game.

   - Expected Result: Previously identified bugs are successfully resolved, with no recurrence of issues in the current version.

   Regression Check for New Issues:

   - Action: Verify that fixes for previous bugs have not introduced new issues or regressions in the game functionality.

   - Expected Result: Fixes for previous bugs do not cause unintended side effects or introduce new issues, maintaining the overall stability and functionality of the game.

   Integration Testing:

   - Action: Test integrations with other platform features (user authentication, payment processing) to ensure compatibility and stability.

- Expected Result: Integration with other platform features is seamless, with no disruptions or conflicts affecting game functionality.

Performance Impact Assessment:

- Action: Validate that performance improvements have not negatively impacted other aspects of the game, such as stability or user experience.

- Expected Result: Performance improvements enhance overall gameplay experience without compromising stability or introducing new issues.

Cross-Environment Validation:

- Action: Verify the correct functioning of critical features across different environments and configurations (browsers, devices).

- Expected Result: Critical features perform consistently across different environments, ensuring a seamless experience for users regardless of their setup.

Reasons why the above are manual tests:

Manual testing requires subjective evaluation and human judgement, especially when assessing usability, security, and accessibility. For a thorough analysis of complex scenarios such as security vulnerabilities and cultural sensitivities, human expertise is required. Manual regression testing ensures that fixes are thoroughly validated and that no new issues are introduced due to human verification.