There is a gaming platform that provides clients with a place to place their games. Games can be played for money (only by an authorized user) and in demo mode for unauthorized users. The development team received a technical task for integrating a new game on this platform.

Requirements:

Add a new game from the provider to the platform.

**Provider:** Microgaming

**Game:** Goldaur Guardians

**Game id:** goldaurGuardiansDesktop, goldaurGuardians

**Availability of a jackpot:** yes

**Game type:** slot

**Section:** new items

**Geo-restrictions:** - not available in the Russian Federation

**Currency:** USD, EUR

|  |  |
| --- | --- |
| **ID** | **Summary** |
| *General* | |
| 1 | The game is displayed as a new game in the Catalog for all regions except Russia. |
| 2 | The game isn’t displayed as a new game in the Catalog in the region of Russia. |
| 3 | The game is displayed at the top of the Catalog for all regions except Russia. |
| 4 | The game is displayed in the Catalog for all regions except Russia. |
| 5 | The game isn’t displayed in the Catalog in region Russia. |
| 6 | The game name displays correctly as ‘Goldaur Guardians’ |
| 7 | The game provider displays as ‘Microgaming’ |
| 8 | The game genre is displayed as ‘slot’ in the Catalog. |
| 9 | The game is in the ‘Slots’ section in the Catalog. |
| 10 | The game has its product card. |
| 11 | The product card opens after clicking on the product preview image in the catalog. |
| 12 | The product card opens after clicking on its name in the catalog. |
| 13 | The jackpot available in the game |
| 14 | The product card of the game has information about the jackpot in the game. |
| 15 | USD displays as in-game currency on the product page |
| 16 | EUR displays as in-game currency on the product page |
| 17 | USD maintains as an in-game currency |
| 18 | EUR maintains as an in-game currency |
| 19 | The demo version of the game launches correctly for users from available regions. |
| 20 | The game launches correctly for authorized users from available regions with real money. |
| *Jackpot* | |
| 21 | Jackpot is displayed during the game. |
| 22 | Jackpot amount raised during the game |
| 23 | The message about the winning appears on the screen when the user wins the jackpot. |
| 24 | When the user wins the jackpot its amount is added to the user's in-game money according to the currency in the user’s profile. |
| 25 | The jackpot is decreased by the amount of users winning. |
| *Currencies* | |
| 26 | If the user’s default currency is USD it’s displayed accordingly. |
| 27 | If the user’s default currency is EUR it’s displayed accordingly. |
| 28 | When the user changes the default currency in the profile the new default currency displays correctly. |
| 29 | When the user changes the default currency in the profile money converts accordingly to in-game rules of currency exchange. |
| *Compatibility* | |
| 30 | The game successfully launches on desktops. |
| 31 | * Windows |
| 32 | * Mac |
| 33 | * Linux |
| 34 | The game successfully launches on mobile phones. |
| 35 | * IOS |
| 36 | * Android |
| 37 | The game successfully launches in the browser. |
| 38 | * Google Chrome |
| 39 | * Mozilla |
| 40 | * Opera |
| 41 | * Edge |
| 42 | * Safari (Mac only) |
| *Usability* | |
| 43 | Game loading time does not exceed the acceptable limit (Depending on specifications) |
| 44 | The game works stable in the long run (over an hour long) |
| 45 | The game works and has no glitches. |
| 46 | An error message does not appear during the game. |
| 47 | When the user’s internet connection is unstable the game shows an alert message. |
| 48 | When the user’s device loses internet connection the game shows an error message and closes down. |
| 49 | When the user's connection suddenly breaks and is quickly reconnected, the game correctly handles the error and does not crash. |