Test Cases

 Test Case #1

Description: Check when user successfully reaches higher game level

Preconditions: 1. The game is opened

2. The progress bar of level is full

|  |  |
| --- | --- |
| Steps | Expected result |
| Complete successfully any task | The progress bar is emptied; the number of level is increased |

Test Case #2

Description: Check if game successfully opens

Preconditions: 1. The game is installed on the device

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| --- | --- |
| Steps | Expected result |
| Tap on the game icon | The game is started on the device |

Test Case #3

Description: Check that user can plant the herb

Preconditions: 1. The game is opened

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| --- | --- |
| Steps | Expected result |
| Tap on the “Planter”  | The menu is opened |
| Tap on the herb icon | The “Plant” button is appeared |
| Tap on the “Plant” button | The herb is planted |

Test Case #4

Description: Check that user can’t plant the herb in full “Planter”

Preconditions: 1. The game is opened

2. The “Grow house” is opened

|  |  |
| --- | --- |
| Steps | Expected result |
| Tap on the full “Planter” | The menu is opened |
| Tap on the herb icon | The message “The planet is busy!” appeared |

Test Case #5

Description: Check that user can’t deliver the jar in full “Shop”

Preconditions: 1. The game is opened

2. The “Grow house” is opened

3. The jar is full

|  |  |
| --- | --- |
| Steps | Expected result |
| Tap on the message “In shop!” above the jar | The message “The storage is full!” appeared |

Test Case #6

Description: Check that jar can’t appeared on the full “Storage” location

Preconditions: 1. The game is opened

2. The “Grow house” is opened

3. The herb is already grew

|  |  |
| --- | --- |
| Steps | Expected result |
| Tap on the “Cut” button | The message “The storage is full!” appeared |