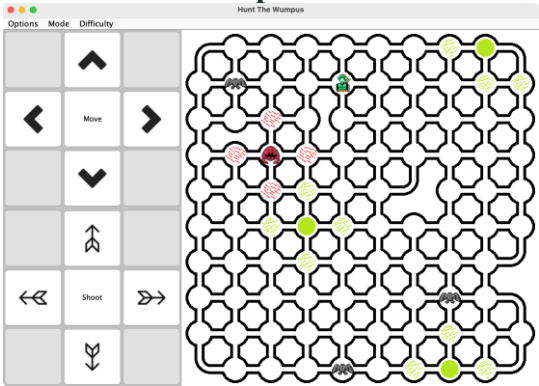


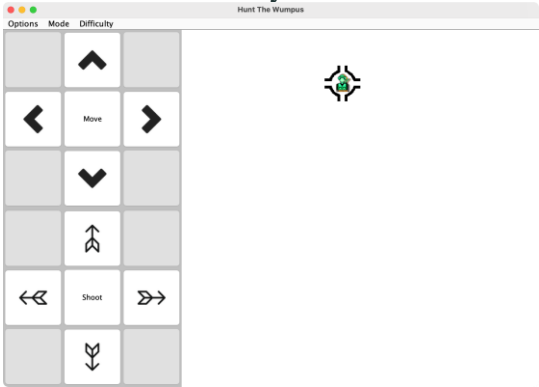
HW 6 Hunt the Wumpus game
GUI Testing

* Pressing Key ‘g’ for God Mod to reveal all the game map info while still able to Advance the HTW Game

Case 1 Initial Game Mode [2 Player]:
Game Map for Case 1

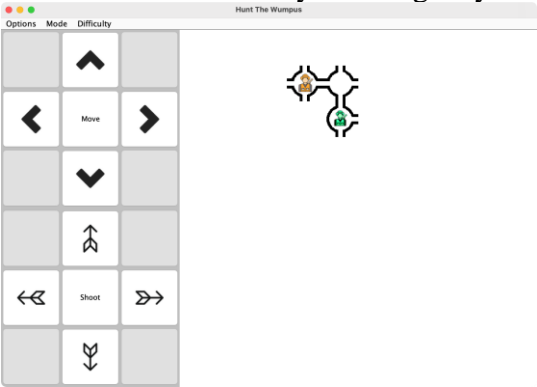


1.1 Start with 2 Players different icons



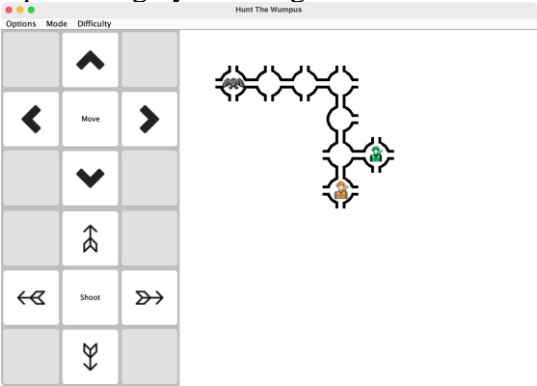
passed

1.2 Take turns to Move by Pressing Keyboard



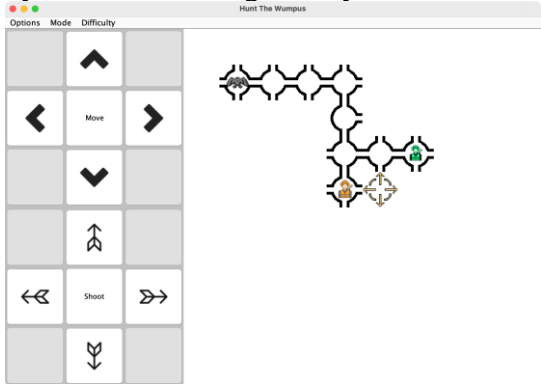
passed

1.3 Keep Moving by Clicking Move Button Direction



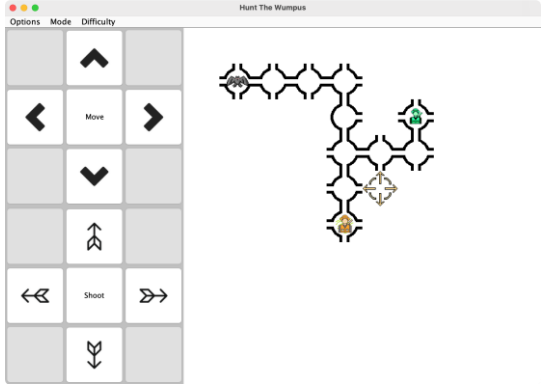
passed. Player One was teleported by super bat

1.4 Player One Shoot Right, Player Two Move Right



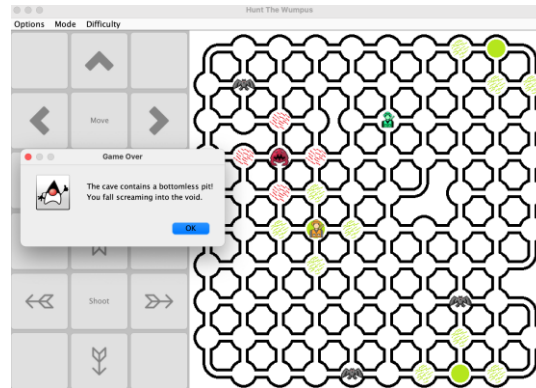
passed. Arrow indicates the track where Player One shoot to

1.5 Player One Move Down, Player Two Moves Up, Player One detects Pit nearby



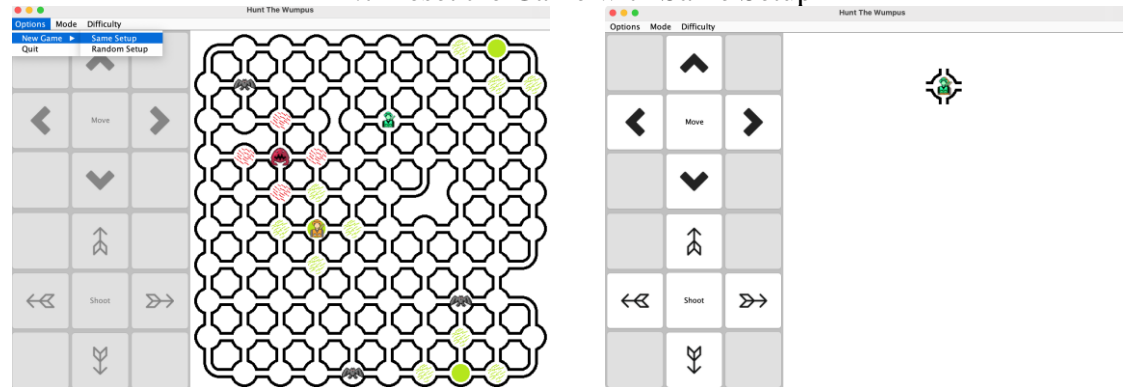
passed. Player One arrow is verified unchanged and visible because the Shoot Command is not updated

1.6 Player One Move to Pit, Player Two Moves Left, Game Ends



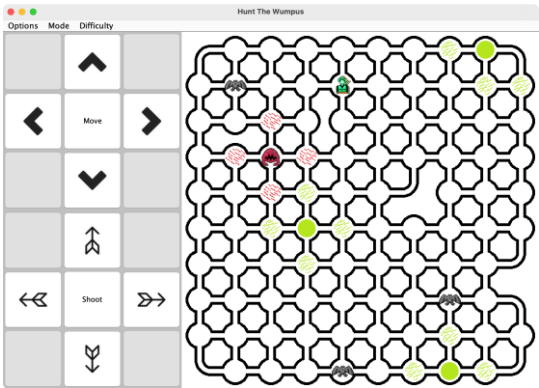
passed. Buttons are disabled and dialog window indicating the Game Over status, Map is Revealed.

1.7 Reset the Game with Same Setup



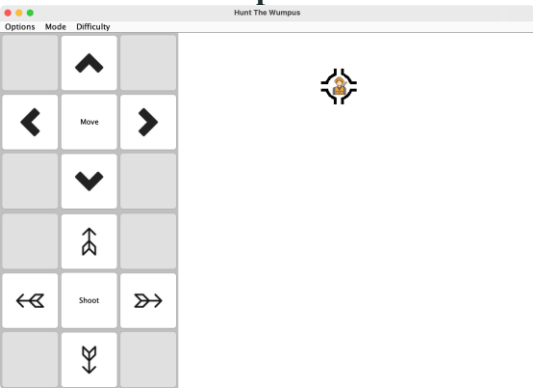
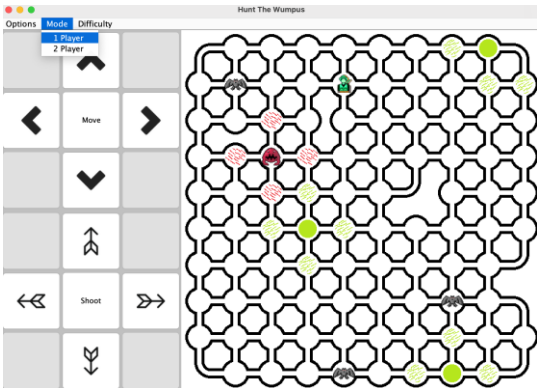
passed. Back to Status 1.1, enables buttons again

1.8 Use God Mode by pressing Key “g” verifying the Same Setup of Maze

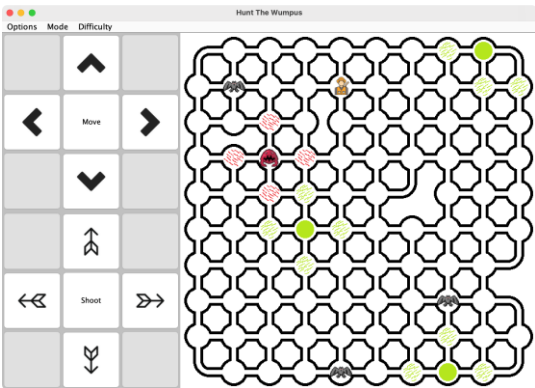


passed. Same Maze generated

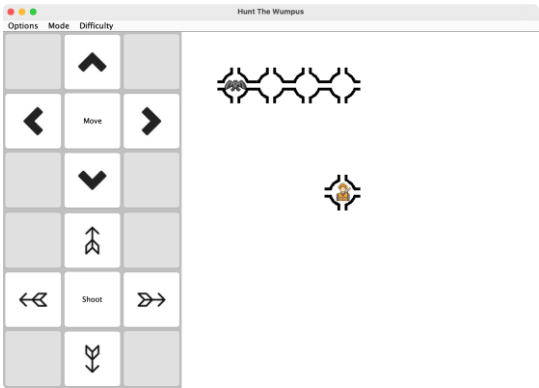
Case 2 One Player Mode on Initial Map [1 Player]:
Game Map for Case 2



passed

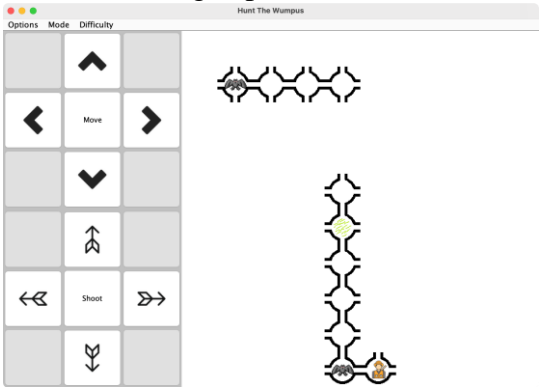
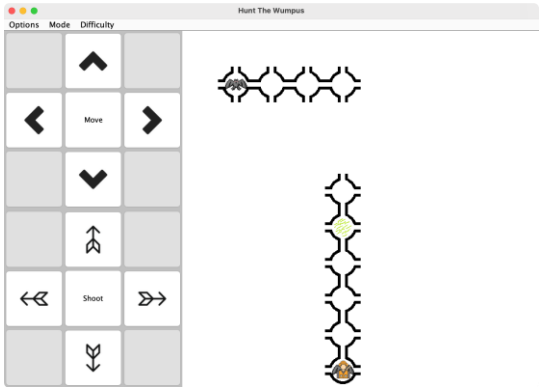


2.1 Move Player to Super Bat, transport to another Cell

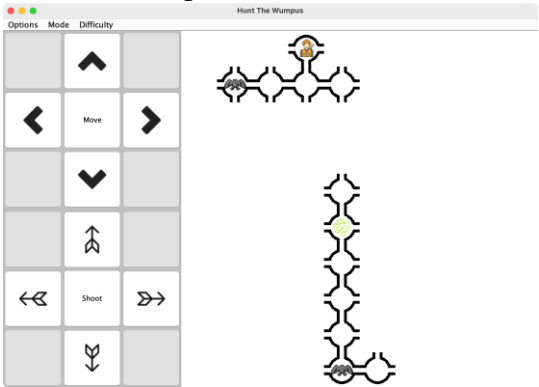


passed

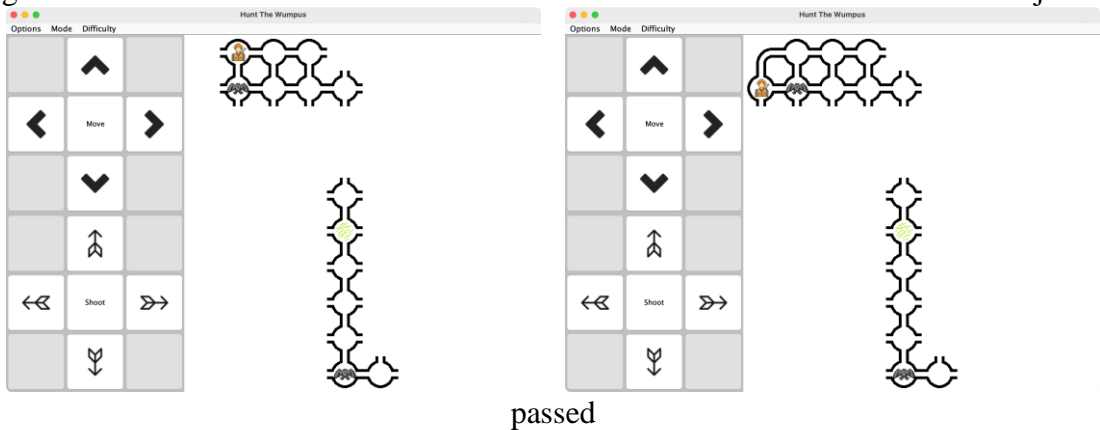
2.2 Continue Move to another Bat, duck the grasp , then move back to this Bat and teleport to Cave 4



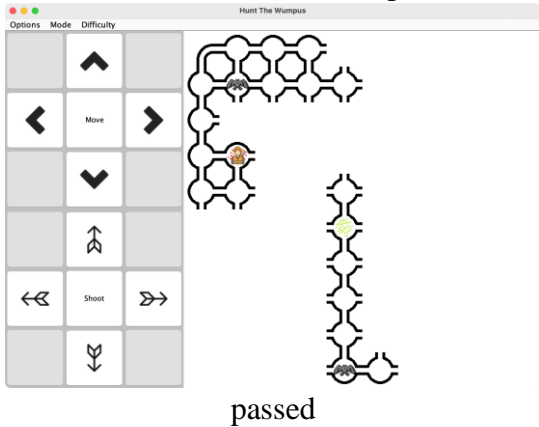
passed



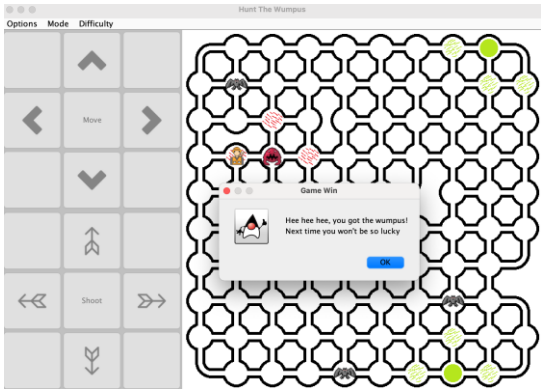
2.3 Continue Move to tunnel and tunnel directly move to next Cave



2.4 Continue Move to the Cave where Wumpus is nearby, smell blood

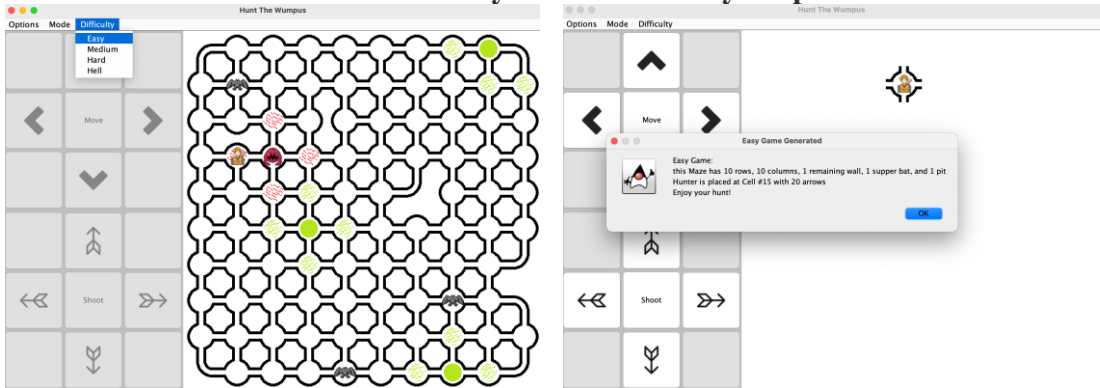


2.5 Game Won by Shoot at Wumpus, Arrow Right, expected new dialogue window indicating the Game Win status.

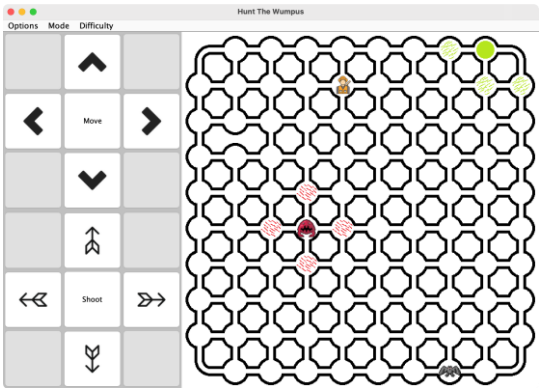


passed

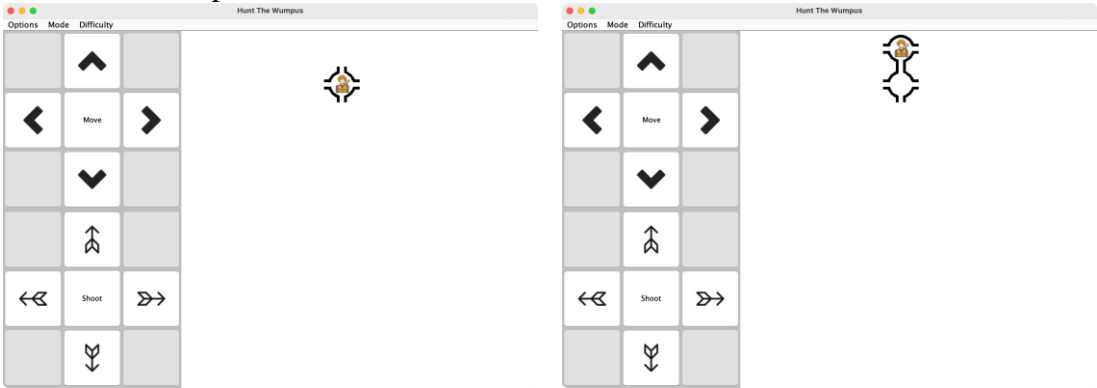
Case 3 One Player Mode on Easy Map:



@Before God Mode to see the map

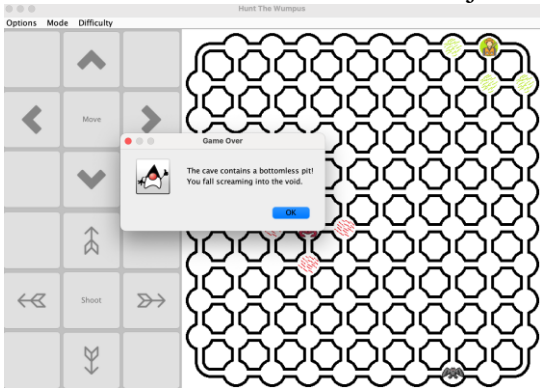
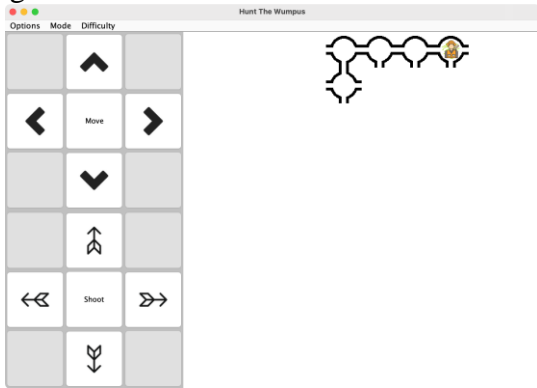


3.1 Move to Cell with Wall, and keep move towards the direction of wall, move to an invalid Cave is not advancing the game



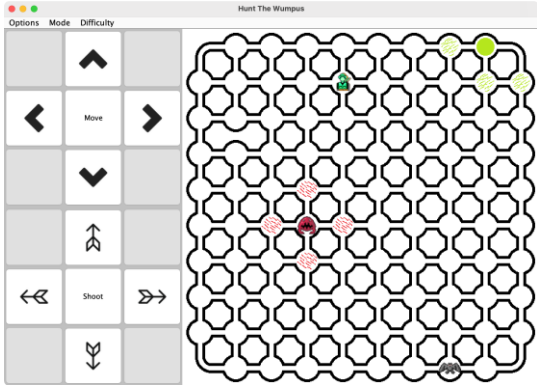
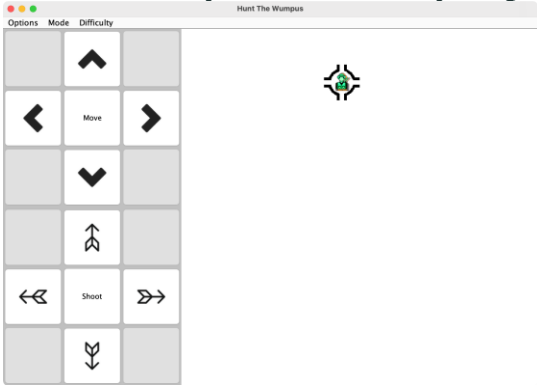
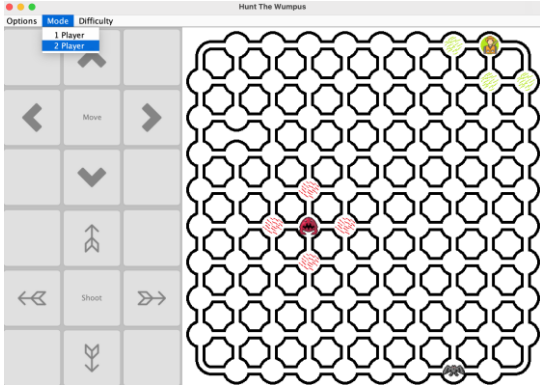
passed

3.2 Move to Pit Game Ends



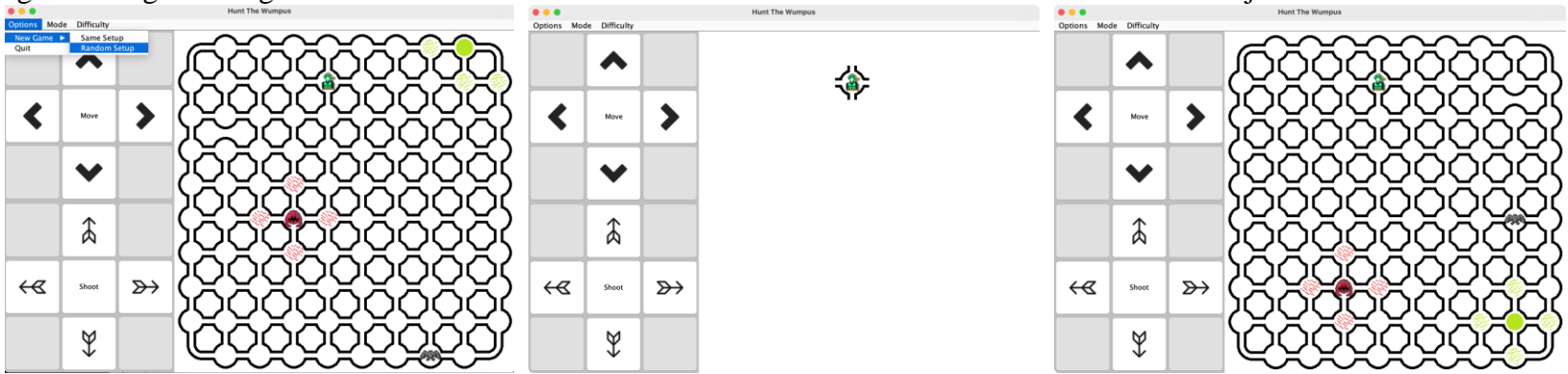
passed

Case 4 Two Player Mode on Easy Map:



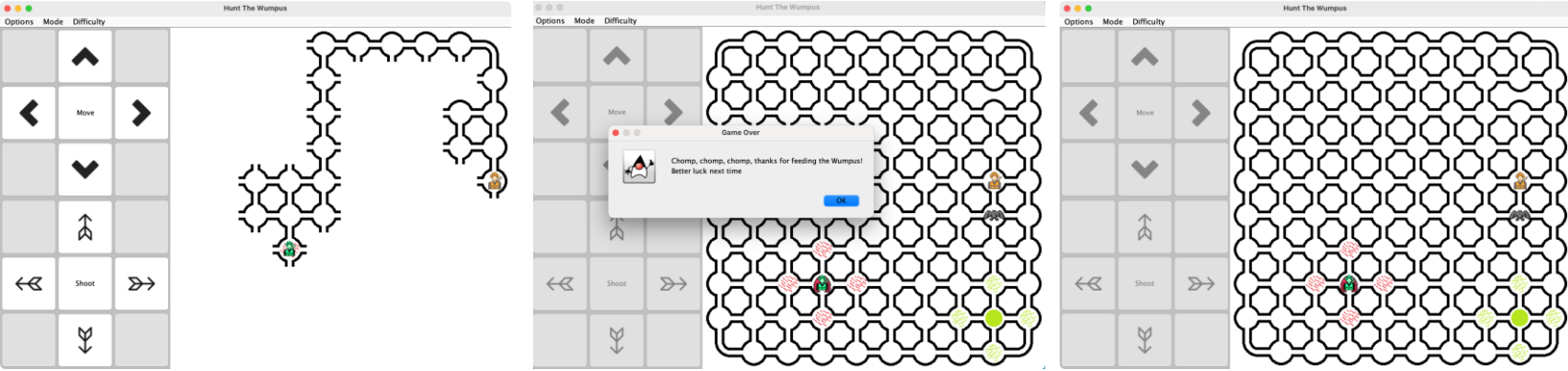
passed

4.1 Random Maze and Monster Location and Reshow Map with God Mode



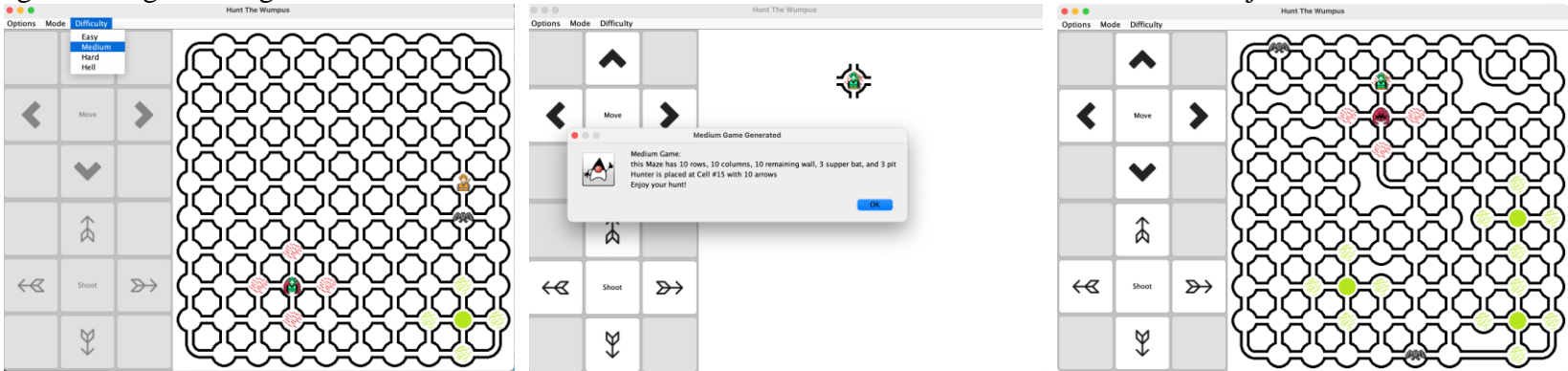
passed

4.2 Advance the Game, Player 2 is eaten by Wumpus



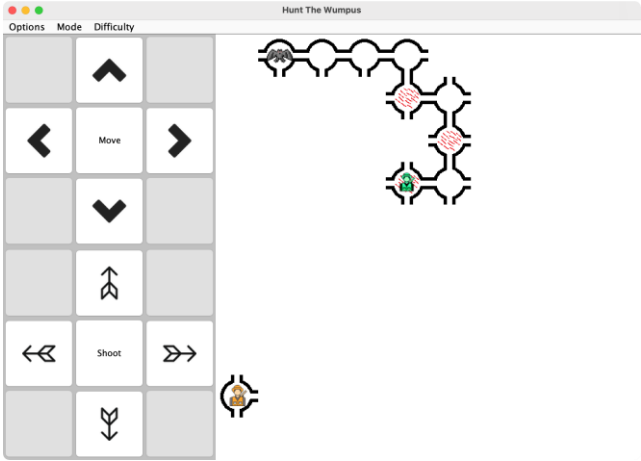
passed

Case 5 Two Player Mode on Medium Map:



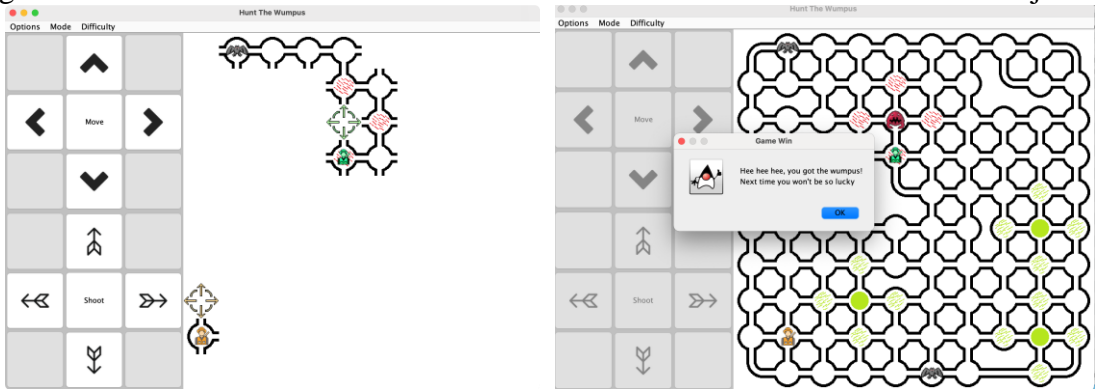
passed

5.1 Player 1 is transported by superbat



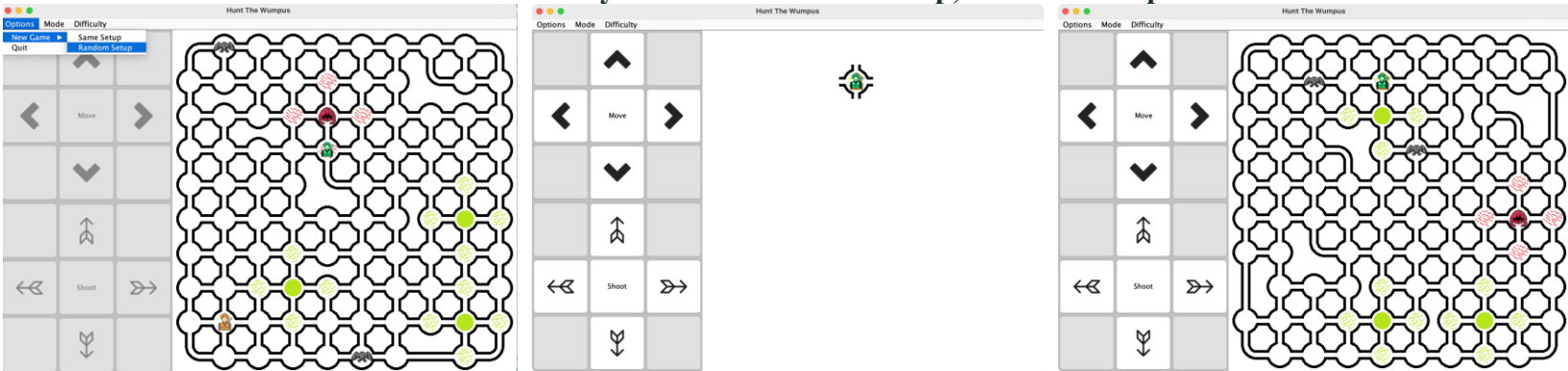
passed

5.2 Player 1 missed target, Player 2 shoot at the Wumpus, Game Win



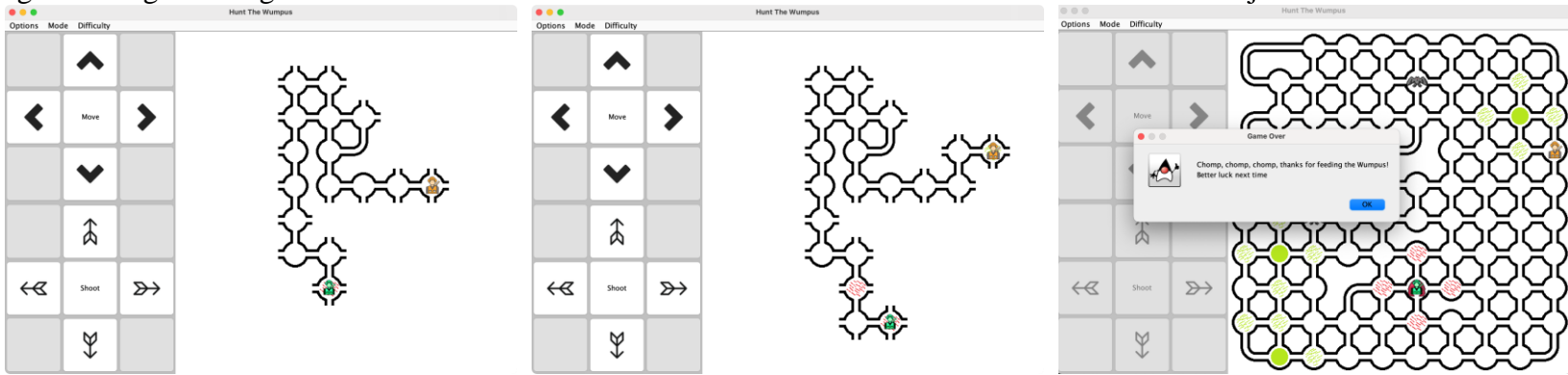
passed

Case 6 Two Player Mode on Medium Map, Random Setup:



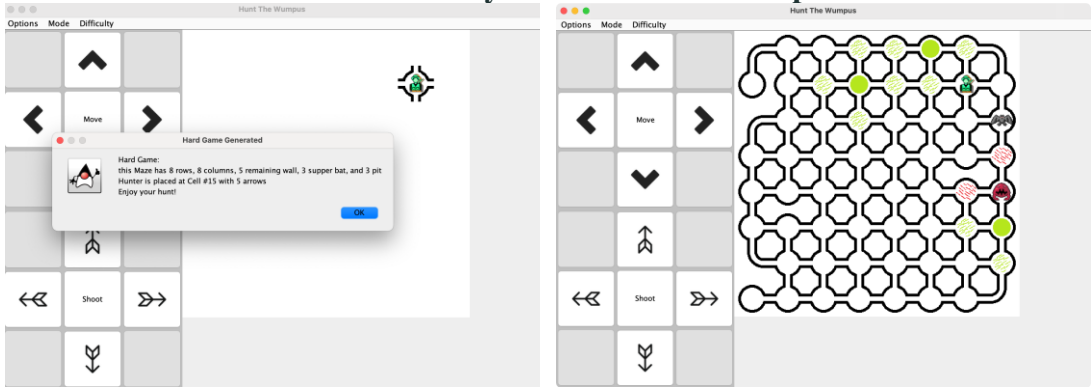
Expected Map settings are randomly generated while setting of the game remains same. passed

6.1 Player 2 Eaten by Wumpus, Game Over



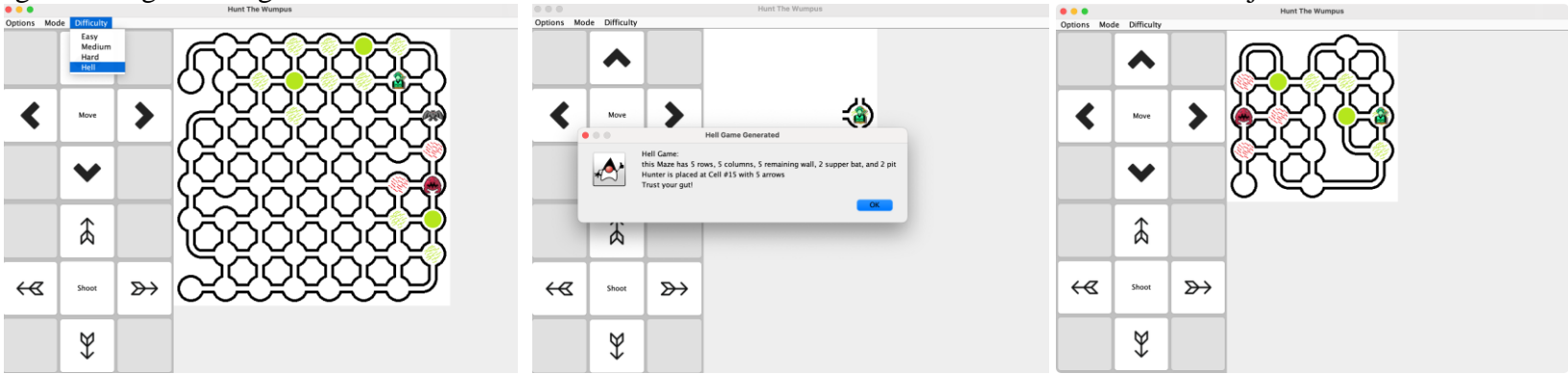
passed

Case 7 Two Player Mode on Hard Map:



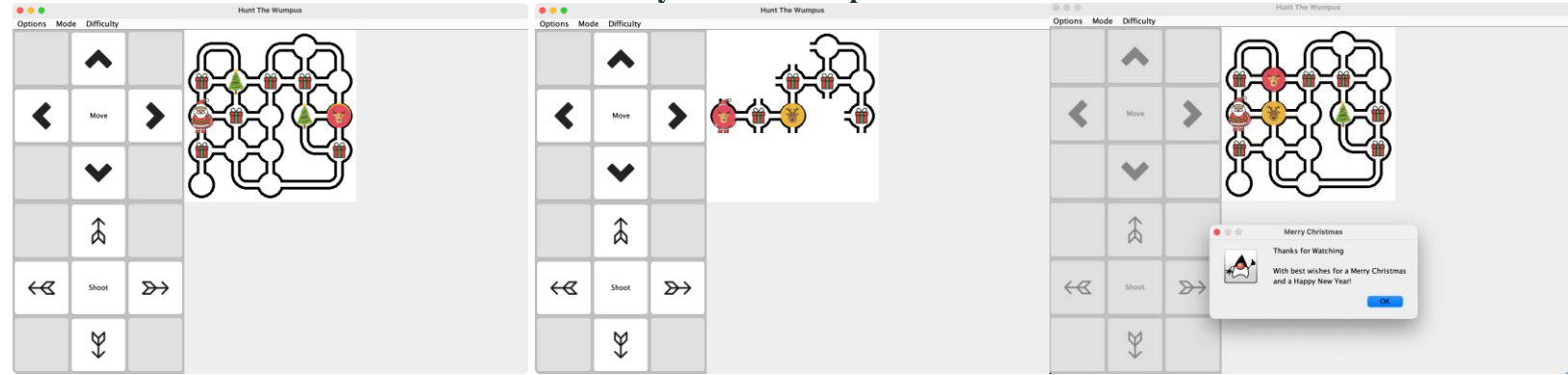
passed with God Mode

Case 8 Two Player Mode on Hell Map:



passed with God Mode

Case 9 Two Player Mode on Special Edition Mode:



passed