

	Summary	Pre-conditions	Post-conditions	Expected result	Steps	Actual result	Status
Start a new game	The player sees a new game	-	The load file of the new game has been created	A new game has started	1. Run the game 2. Press "S" button	A new game has started	PASS
Load a saved game	The player sees the game he saved last time	There needs to be an existing game saved	The saved game has been loaded	The game starts at the same point it had previously been saved	1. Run the game 2. Press "Continue" button		PASS
Save the current game	The current status of the game is saved	There is an active game	The load file of the game has been uploaded	The current state is saved	1. Press "Save" button		PASS
Exit the game from the starting menu	The player closes the game while in the starting menu	-	The game is shut down	The game is shut down	1. Run the game 2. Press "Q" button	The game is shut down	PASS
Exit the game while playing	The player closes the game while playing	There is an active game	The load file of the game has been uploaded and the game is shut down	The game is shut down	1. Press "Save" button 2. Press "Exit" button 3. Press "Exit" button in main menu		PASS
Alert if exit game without saving	The player tries to close the game while playing without saving	There is an active game	-	The alert "You need to save to exit" is shown	1. Press "exit" button		PASS
Display the starting menu	The game opens and the starting menu appears	-	-	The game opens and the starting menu appears	1. Run the game	The game opens and the starting menu appears	PASS
Move between rooms	The player is able to move between rooms by pressing the corresponding key in the keyboard (W, A, S, D)	There is an active game The player isn't busy fighting/completing quests	The position of the player has been updated	The player finds himself in a new room if there is a room in the direction he chose	1. Press either W, A, S, D	The player finds himself in a new room if there is a room in the direction he chose	PASS
Use an object in the inventory	The player can choose between the objects in his inventory and use them	There is at least an object available in the inventory	The player uses the object	The object is used	1. Press the key corresponding to the object in the keyboard	The object is used	PASS
Attack an enemy	The player has to fight with an enemy and attack	There is an enemy	The damage done to the enemy/player is displayed The attack button is displayed	The player attacks the enemy and wins/loses	1. Press the attack button	The player attacks the enemy and wins/loses	PASS
Solve a quest	The player has to solve quests to continue the game	There is a quest available	The player can continue with the game (if he answered correctly)/ lose (if he didn't answer correctly)	The quest is displayed and the player can answer	1. Write the answer	The quest is displayed and the player can answer	PASS
Win	If the player defeats all the enemies he wins	There is an active game All the enemies have been defeated	The game ends	The game shows the player that he has won	1. Press the key corresponding to the answer	The game shows the player that he has won	PASS
Lose	If the player is defeated by one of the enemies he loses	There is an active game The player's life is 0	The game ends	The game shows the player he has lost	-	The game shows the player he has lost	PASS