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| *Test No* | *Run No* | *Test Description* | *Expected Outcome* | *Actual Outcome* | *Action Required* |
| 1 |  | When a player first enters the room the NPC inside the room should immediately search the room for the player; given the size of the room, this should be almost instantaneous. (This is to test to see whether the NPC moves when the player enters the room). | When a player enters a new dungeon room, the NPC will move towards it. |  |  |
| 2 |  | The NPC should find the shortest path to the player by using the algorithm that has been implemented in the code; the easiest way to find out if this is true is by setting the player in a set location and the NPC in a set location and see if it uses the shortest path, we can work out the shortest path by either working it out our selves or using a separate program. | NPC should use the shortest path to find the player |  |  |
| 3 |  | If there are walls inside the room, the NPC should notice this and move around the walls; still using the shortest path to find the NPC. | NPC should go around player if there are blockages. |  |  |
| 4 |  | If the player moves from the point where the algorithm was first initiated then the game should notice this and adjust accordingly; in other words, if the player has moved from its original spot then the NPC should still find him. | As player moves, the NPC should move as well. |  |  |
| 5 |  | If there are two NPCs in the room, the game should be able to tell the difference between NPCs and players, we can test this by loading a room up with no player inside to see what happens. | If there are two NPCs in the room then they should both be able to find the player. |  |  |
| 6 |  | Once NPC has caught player, the NPC should attack the player, but also keep the algorithm running, this is to test to see if when the player moves during combat, will the monster stop fighting or will it carry fighting the player as it is moving? | As player moves the NPC should carry on attacking. |  |  |