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| What is going to be tested? | Predicted outcome | Actual outcome with evidence |
| Can the inventory open and does the inventory appear as it should do. | The inventory should open and the user should be able to view items in there properly without any issues. |  |
| Can an item from the inventory be used? | Once an item that the user wants to use from the inventory has been decide and then selected the item should be useable. (E.g. using a consumable) |  |
| Can the inventory be closed | The inventory should be close when a certain key is pressed. |  |
| Can the player pick up items and then it gets stored in inventory? | The player can pick up items and then it should be stored in inventory without any problem. |  |
| Can the inventory update the amount of items, so can it increase and decrease the amount. | The inventory will be able to decrease the amount of items when an item is used or removed when it has been depleted or dropped. Also, the inventory will be able to increase the items on the list or their amount when an item is obtained. |  |

Test Plan