

# Pokemon East Bay Test Plan

Testing done with junit

Schedule is in Gantt Chart

Modules	Tests for Module
Grid	Player can move in direction based on wasd movement
	Player can't move into non permiable tile
	Grid configuation can be saved and loaded
	Grid has different tiles for grass, road, trees ,houses
Pokemon	Pokemon can be saved and loaded
	Pokemon contain all relevent Stats and moves
Player	New player registers, data should load correctly
	Returning player data should load correctly
Encounter	Pokemon can perform a move
	Player can use an item from bag
	Player can not catch pokemon while in battle
	Player can catch wild pokemon with Pokeballs
	Player can switch active Pokemon with one from PokeTeam
Store	Items bought from store are added to player bag
	Items display price and description
	Items can be sold to the store
Bag	Player can see items in the bag
	Appropriatee items can be used from the player bag
Poketeam	A team can only be between $0 \leq x \leq 6$ Pokemons
	Able to move Pokemon around in the team
Client	Client loads all respective module data correctly
	Client/GUI interaction works correctly