Names: Christy Lentz, Hayden Reich, David Stone

Title: Hipster Adventure Trail

Vision: To create a fun and geographical informational game where the user can use strategies to overcome obstacles.

Automated Unit Testing for Java:

Used Junit as a way to run an automated test. TutorialsPoint.com offers a way to run your java code and implement tests.

From TutorialsPoint.com:

First I created a java class file named TestJunit. Then I created a java class file named TestRunner in order to execute Test cases. After compiling the classes, I could run the Test Runner. I wanted to test first to see if the welcome screen produced desired results:

Compiling the source code....
$javac AdventureTrail.java 2>&1

Executing the program....
$java -Xmx128M -Xms16M AdventureTrail
==
---   Welcome to   ---
---   Adventure Trail   ---
---   ---
---   ---
---   ---
---   ---
---   Press enter to continue   ---
---   ---
---   ---
==

testPrintMessage(TestJunit): expected:<[Welcome to Adventure Trail Press enter to continue]>
was: < [Welcome to Adventure Trail Press enter to continue]>
true

Next I wanted to test to see if the Startup Menu would appear

Compiling the source code....
$javac AdventureTrail.java 2>&1

Executing the program....
$java -Xmx128M -Xms16M AdventureTrail

```
==========================================
---            Welcome to           ---
---            Adventure Trail       ---
---              1. Create Character ---
---              2. New Game         ---
---              3. Load Game        ---
---              4. Help             ---
---              5. Quit             ---
---                                  ---
---                                  ---
==========================================
```

testPrintMessage(TestJunit): expected:<[Welcome to Adventure Trail 1.Create Character 2. New Game 3. Load Game 4. Help 5. Quit]> was: :<[Welcome to Adventure Trail 1.Create Character 2. New Game 3. Load Game 4. Help 5. Quit]>
true

Next testing the Help Menu:

Compiling the source code....
$javac AdventureTrail.java 2>&1

Executing the program....
$java -Xmx128M -Xms16M AdventureTrail
```
==========================================
---                                        ---
---                  HELP                   ---
---          In this game, the computer will     ---
---          give you a few options for actions  ---
---          on every turn. Simply type the      ---
---          instruction that corresponds to the ---
---          action and press enter.             ---
---          good Luck and Happy Trails!         ---
---             Press enter to continue          ---
==========================================
```

testPrintMessage(TestJunit): expected:<[HELP In this game, the computer will give you a few options for actions on every turn . Simply type the instruction that corresponds to the action and press enter. Good Luck and Happy Trails! Press enter to continue]> was: :<[HELP In this game, the computer will give you a few options for actions on every turn . Simply type the instruction that corresponds to the action and press enter. Good Luck and Happy Trails! Press enter to continue]>
true

USER ACCEPTANCE TEST PLANS:

Project Name: Adventure Trail

Test Case ID: test_one	Test Designed by: Christy Lentz
Test Priority(Low/Medium/High): high	Test Designed date: 11/8/2015
Module Name: Game Welcome Screen	Test Executed by: Christy
Test Title:Information present on front screen	Test Execution date:11/10/2015
Description: test to see if welcome screen works	
Pre-conditions: User can run java	
Dependencies:	

Step	Test Steps	Test data	expected results	Actual results	status P/F	Notes
1	enter folder containing game	cd csci3308	.java file present	.java file present	Pass	
2	Start game	./adventure trail.java	Welcome screen of game should be displayed	Welcome screen is displayed	Pass	" Welcome to Adventure Trail Press enter to continue"

Project Name: Adventure Trail

Test Case ID: test_two	Test Designed by: Christy Lentz
Test Priority(Low/Medium/High): high	Test Designed date: 11/10/2015
Module Name: Game Menu	Test Executed by: Christy
Test Title:Game Menu functionality	Test Execution date:11/10/2015
Description: test to see if the game Menu displays	
Pre-conditions: User can run java	
Dependencies:	

Step	Test Steps	Test data	expected results	Actual results	status P/F	Notes
1	enter folder containing game	cd csci3308	.java file present	.java file present	Pass	
2	Start game	./adventuretrail.java	Welcome screen of game should be displayed	Welcome screen is displayed	Pass	" Welcome to Adventure Trail Press enter to continue"
3.	Press enter	enter	options to quit, start, info, etc	Menu is printed	Pass	" Welcome to Adventure Trail" 1. create character 2. new game 3. load game 4. Help 5. quit

Test Case ID: test_three	Test Designed by: Christy Lentz
Test Priority(Low/Medium/High): high	Test Designed date: 11/10/2015

Module Name: Enter Character Name	Test Executed by: Christy
Test Title: Creating a Character	Test Execution date:11/10/2015
Description: test to see if you can create a character	
Pre-conditions: User can run java	
Dependencies:	

Step	Test Steps	Test data	expected results	Actual results	status P/F	Notes
1	enter folder containing game	cd csci3308	.java file present	.java file present	Pass	
2	Start game	./adventuretrail.java	Welcome screen of game should be displayed	Welcome screen is displayed	Pass	" Welcome to Adventure Trail Press enter to continue"
3.	Press enter	enter	options to quit, start, info, etc	Menu is printed	Pass	" Welcome to Adventure Trail" 1. create character 2. New game 3. load game 4. help 5. quit
4.	type 1	1	" Please enter character's name"	"Welcome to Adventure Trail Please enter character's name"	Pass	stores character name

VCS: https://github.com/ChristyNova/3308_project