

Pepper Quest
Test Cases
Team Unacceptable

Name	MM-01: Verify that when the user presses on the “action key” (e) while “Start Game” is highlighted on the Main Menu, a new game is initiated
Requirement	A standard working QWERTY keyboard
Preconditions	The executable Pepper_Quest.exe is loaded
Steps	<ol style="list-style-type: none"> 1. Verify upon initial launch, the Start menu option is highlighted. 2. Press the “action key” (e) on the keyboard to select the “Start” option. 3. Verify the Start menu fades out and the main interface loads viewing the Pepper Farm and farmer Sprite.
Expected results	<ol style="list-style-type: none"> 1. The start menu should fade out and the main interface should load, and we should view the Pepper Farm and Sprite.

Requirement	Requirement ID	Method/Function	Test/Data	Expected Results	Actual Results
Load a New Game	MM-01	LoadNewGame()	Verify the start menu loads. Press action key (e) on the keyboard. Verify the main interface loads.	New game starts	
Load a New Game	MM-01	LoadNewGame()	Verify the start menu loads. Press action key (e) on the keyboard. Verify the main interface loads.	New game starts	
Load a New Game	MM-01	LoadNewGame()	Verify the start menu loads. Press action key (e) on the keyboard. Verify the main interface loads.	New game starts	