Test Plan

Test Plan for the Start Menu, Game Play, and Farm Stand.

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 ID	MM-01
Requirement	A standard working QWERTY keyboard
Preconditions	The executable Pepper_Quest.exe is loaded
Steps	1. Verify upon initial launch, the Start menu option is highlighted. 2. Press the "action key" (enter) 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	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	startNewGame()	Start menu loads. Start message is displayed. Highlight over the "Start Game" button. Press action key (e) on the keyboard.	New game starts. Gameplay window is loaded.	
Load a New Game	MM-01	startNewGame()	Start menu loads. Start message is displayed. Highlight over the "Start Game" button. Press action key (E) on the keyboard.	New game starts. Gameplay window is loaded.	

Load a New Game	MM-01	startNewGame()	Start menu loads. Start message is displayed. Highlight over the "Start Game" button. Left click on the "Start Game" button with the mouse.	New game starts. Gameplay window is loaded.	
Load a New Game	MM-01	startNewGame()	Start menu loads. Start message is displayed. Highlight over the "Start Game" button. Right click on the "Start Game" button with the mouse.	Error message is displayed.	
Select Options	MM-02	selectOptions()	Highlight the "Select Options" button. Press action key (e) on the keyboard.	The options menu opens.	
Select Options	MM-02	selectOptions()	Highlight the "Select Options" button. Press action key (Enter) on the keyboard.	The options menu opens.	
Select Options	MM-02	selectOptions()	Press any other key while highlighted on the "Select Options" button.	The options menu does not open.	
Select Options -> Music	MM-03	changeMusic()	The game starts with the music on. User highlights the music off button. Uses action key (e).	The music turns off. The button changes to "Music on"	
Select Options -> Music	MM-03	changeMusic()	The game starts with the music on. User highlights the music off button. User presses key (k).	Nothing happens	
Select Options -> Music	MM-03	changeMusic()	After the user turns the music off, the user ensures the music on button is highlighted. User presses the "Music on" button.	Music will turn back on. The button changes to "Music off"	

Select Options -> Music	MM-03	changeMusic()	After the user turns the music off, the user clicks on the "Music on" button.	Nothing will happen	
Select Exit	MM-04	exit()	Highlight Exit button. Press action key (enter) on the keyboard.	The program window closes	
Select Exit	MM-04	exit()	Highlight Exit button. Press key (k) on the keyboard.	Nothing will happen	
Select Exit	MM-04	exit()	Highlight Exit button. Use mouse to left click on Exit button.	Nothing will happen	

Name	GP-01: Verify that when a user presses any of the movement keys (W, S, A, D) that they move in the correct direction
Requirement ID	GP-01
Requirement	A standard working QWERTY keyboard
Preconditions	MM-01 is functioning and game has started
Steps	1. Verify that the game has begun (start menu is no longer visible). 2. Press either W, A, S, D to see if the character moves.
Expected	The character should move in the given directions.

Requirement	Requirement ID	Method/Function	Test/Data	Expected Results	Actual Results
Game Play: Planting Seeds	GP-01	plantSeed()	Approach dirt area Press action key to plant	The hero plants the seed in the area that they are facing	
Game Play: Planting Seeds	GP-01	plantSeed()	Approach dirt area Left click	The hero will not plant the seed	
Game Play: Planting Seeds	GP-01	plantSeed()	Approach dirt area Right click	The hero will not plant the seed	
Game Play: Watering Peppers	GP-02	waterItem()	Approached planted seed Press action key to water	The hero waters the area they are facing.	
Game Play: Watering Peppers	GP-02	waterItem()	Approach planted seed Press left click	The hero does nothing	
Game Play: Watering Peppers	GP-02	waterItem()	Approach planted seed Press right click	The hero does nothing	
Game Play: Sprite walks up	GP-03A	SetDirection(up)	Pressing the 'W' key	The character moves in the upward direction	
Game Play: Sprite walks down	GP-03B	SetDirection(down)	Pressing the 'S' key	The character moves in the downward direction	

Game Play: Sprite walks left	GP-03C	SetDirection(left)	Pressing the 'A' key	The character moves in the left direction	
Game Play: Sprite walks right	GP-03D	SetDirection(right)	Pressing the 'D' key	The character moves in the right direction	

Requirement	Requirement ID	Method/Function	Test/Data	Expected Results	Actual Results
Opening PepperHub	PP-01	openPH()	User presses PepperHub key on keyboard (p). PepperHub window opens.	PepperHub window opens	
Opening PepperHub	PP-01	openPH()	User presses (k) key on keyboard.	Nothing will happen	
Opening PepperHub	PP-01	openPH()	User presses left mouse button.	Nothing will happen	

Name	FF1-A: Verify that when the user presses on the "action key" (e) when within range of the farmstand, the farmstand menu pops up on the screen.
Requirement ID	FF1-A
Requirement	A standard working QWERTY keyboard
Preconditions	The character is within one tile of the farmstand.
Steps	1. Walk character up to within one tile of the farmstand.. 2. When "Farmstand" is displayed on the screen, press the "action key" (e) on the keyboard to engage dialog options with Lynus. 3. Verify that the dialog options include "Shop", and that selecting it with "action key" (e) opens the buy/sell menu.

Expected results	1. The farmstand menu should have a selection of seeds to purchase for various quantities and prices..

Requirement	Requirement ID	Method/Function	Test/Data	Expected Results	Actual Results
Interact with Farmstand	FF-01A	tickleLynus()	Approach farmstand. "Farmstand" is displayed on screen. Press action key (Enter) on the keyboard.	Dialog box with text options opens on screen.	
Interact with Farmstand	FF-01A	tickleLynus()	Approach farmstand. "Farmstand" is displayed on screen. Touch "Farmstand" with your finger on the screen.	Nothing happens.	
Interact with Farmstand	FF-01A	tickleLynus()	Approach fence. Press action key (Enter) on the keyboard.	Nothing happens.	
Interact with Farmstand	FF-01B	flirtLynus()	Choose a conversation option. Use arrow keys to select said option. Press action key (Enter) on the keyboard.	Lynus responds to dialog.	
Interact with Farmstand	FF-01B	flirtLynus()	Choose a conversation option. Use arrow keys to select said option. Touch dialog option with your finger on the screen.	Nothing happens.	
Interact with Farmstand	FF-01B	flirtLynus()	Choose a conversation option. Use arrow keys to select said option. Press action key (e) on the keyboard.	Nothing happens.	
Interact with Farmstand	FF-01C	mercantileLynus()	Use arrow keys to select the "Shop" option. Press action key (Enter) on the keyboard.	Shop menu opens.	

Purchasing Seeds	FF-02A	scrollLynus()	Use arrow keys to scroll through seeds.	Highlights seeds as you push arrow keys.	
Purchasing Seeds	FF-02B	purchaseLynus()	Press action key (Enter) on the keyboard.	Highlighted seeds are purchased and placed in inventory.	