

Machine Project

Function Name	Num#	Test Description	Sample Input	Expected Result	Actual Result	Pass or Fail
InitPlayer	1	Initialize player's inventory and item amount	itemamnt[],backpckarr[]	itemamnt[x] = 0, backpckarr[x] "NAME_OF_MATERIAL"	itemamnt[x] = 0, backpckarr[x] "NAME_OF_MATERIAL"	Pass
ShowInventory	2	Show the user's inventory	itemamnt[],backpckarr[]	Scaless Blackfish - 0 Gold - 0...	Scaless Blackfish - 0 Gold - 0...	Pass
Sell	3	Updates the value of the user's Ymir and item quantity that is sold	ymir = 1000, cost = 100	ymir += cost → ymir = 1100	ymir += cost → ymir = 1100	Pass
Buy	4	Updates the value of the user's Ymir and item quantity that is bought	ymir = 1000, cost = 100	ymir -= cost → ymir = 900	ymir -= cost → ymir = 900	Pass
BuyChecker	5	Checks if user's Ymir is greater than the cost	ymir = 1000, cost = 740	return true	return true	Pass
SellChecker	6	Checks if user's item quantity is greater than 0	itemamnt[1] = 1	return true	return true	Pass
ViewStatus	7	View user's current Ymir	ymir = 1000	printf("%.2lf",ymir);	printf("%.2lf",ymir);	Pass
ViewNavigator	8	View of the program	NONE	print MainMenu	print MainMenu	Pass
ViewLocations	9	View the travel locations of the user	NONE	print TraveLocations	print TravelLocations	Pass
Craft	10	View Craft requirements and view inventory	itemamount[],backpckarr[]	Print Crafting requirements and show inventory	Print Crafting requirements and show inventory	Pass
CraftFire	11	Crafts fire chakra and updates the quantity of fire chakra in the user's inventory	itemamount[7],itemamount[0],itemamount[1],itemamount[2],itemamount[3]	itemamount[7]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[0]- -	itemamount[7]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[0]- -	Pass
CraftWater	12	Crafts Water chakra and updates the quantity of Water chakra in the user's inventory	itemamount[8],itemamount[4],itemamount[1],itemamount[2],itemamount[3]	itemamount[8]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[4]- -	itemamount[8]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[4]- -	Pass
CraftEarth	13	Crafts Earth chakra and updates the quantity of Earth chakra in the user's inventory	itemamount[9],itemamount[5],itemamount[1],itemamount[2],itemamount[3]	itemamount[9]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[5]- -	itemamount[9]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[5]- -	Pass
CraftAir	14	Crafts Air chakra and updates the quantity of Air chakra in the user's inventory	itemamount[10],itemamount[6],itemamount[1],itemamount[2],itemamount[3]	itemamount[10]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[6]- -	itemamount[10]++,itemamount[1]- -, itemamount[2]- -, itemamount[3]- -,itemamount[6]- -	Pass
CraftYmir	15	Crafts Ymir chakra and updates the quantity of Ymir chakra in the user's inventory	itemamount[16],itemamount[7],itemamount[8],itemamount[9],itemamount[10]	itemamount[16]++,itemamount[7]- -,itemamount[8]- -,itemamount[9]- -,itemamount[10]- -	itemamount[16]++,itemamount[7]- -,itemamount[8]- -,itemamount[9]- -,itemamount[10]- -	Pass
ViewBuy	16	Shows the user what to buy	Ymir	Print ViewBuy	Print ViewBuy	Pass
ViewSell	17	Shows the user what can be sold	itemamnt[],backpckarr[]	Print Sellable items if condition is true	Print Sellable items if condition is true	Pass
ViewTaal	18	Shows the main menu for the place	Ymir, itemamnt[]	print ViewTaal	print ViewTaal	Pass
Taal_Fishing	19	Updates the value of the corresponding item for fishing	itemamnt[]	show user choices and update user inv	show user choices and update user inv	Pass

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ViewGalathea	20	Shows the main menu for the place	Ymir, itemamnt[]	print ViewGalathea	print ViewGalathea	Pass
Galathea_Fishing	21	Updates the value of the corresponding item for fishing	itemamnt[]	show user choices and update user inv	show user choices and update user inv	Pass
ViewDagupan	22	Shows the main menu for the place	Ymir, itemamnt[]	print Dagupan	print ViewTaal	Pass
Dagupan_Fishing	23	Updates the value of the corresponding item for fishing	itemamnt[]	show user choices and update user inv	show user choices and update user inv	Pass
ViewMindanao	24	Shows the main menu for the place	Ymir, itemamnt[]	print Mindanao	print Mindanao	Pass
Mindanao_Fishing	25	Updates the value of the corresponding item for fishing	itemamnt[]	show user choices and update user inv	show user choices and update user inv	Pass
HolgrehennStoreView	26	Shows the Holgrehenn Store main menu	N/A	print Store main menu	print Store main menu	Pass