More Health Manual Test Plan

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1. Testing Heart Containers

- (a) Start a new minecraft world with my mod installed. Turn cheats on in the options.
- (b) In chat type /gamemode 1 to go to creative. Go to the misc tab and scroll down
- (c) Get a stack of the first heart container (the other one is the mimic heart)
- (d) Use it, and confirm you get a message and that you got a new heart
 - i. If there is a max heart cap, check that you can't go above the max hearts. The message on heart container usage should say it's a full heal instead.



2. Test heart pieces

(a) Get heart pieces from the creative mode. Go to the crafting screen in inventory, 4 of them should make a heart container.



3. Test Cursed Hearts (mimic hearts)

- (a) These look like (and have same name) as heart containers
- (b) In creative mode, it's the rightmost heart container.
- (c) Use it and make sure you are cursed (wither effect applied) and that you get a message



(d)

4. Test health saving

- (a) Health data should be saved on log in (join world), on log out (leave world), on change dimension, and on respawn.
 - i. Test login/logout by getting a few new hearts, confirming in the GUI that you have new hearts, then completely close minecraft. Restart and reenter world and check to see if your hearts are still there.
 - ii. To test if you kept hearts on death, or lost them (expected if hard core mode is enabled), type /kill A. After that, respawn and check if you respawn with your extra hearts or not.
 - iii. To check if health is saved on dimension change, create a nether portal. Create the structure with obsidian like in the picture, then set it on fire with right click of the flint and tinder.



5. Test Chest Loot

- (a) This is hard to do, as you need to find chests generated in the world, which can be hard to do.
- (b) Testers can install an "invisible" texture pack that makes all blocks clear, meaning it's easier to see dungeons/chests.
- (c) The chests should have random amounts of heart pieces and containers.

