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| **Acceptance Testing** | | | | | |
| **User Story** | **Test Scenario** | **Test Variables** | **Test Steps** | **Expected Outcome** | **Actual Outcome** |
| 1.0 | Test to see if the main menu will display first when program is run | NIL | Run main program | Program will execute with main menu | ----------------------------  ⚔ Welcome adventurer, to RatVenture!  ----------------------------  [1] New Game  [2] Resume Game  [3] Exit Game  Enter your choice: |
| 1.1 | Test to see if a new game will start | ‘1’ | Input ‘1’ in main menu | Program will start a new game | Day 1: You are in a Town.  [1] View Character  [2] View Map  [3] Move  [4] Rest  [5] Save Game  [6] Exit Game  Enter your choice: |
| 1.1.1 | Test if error messages will show when a wrong integer is entered | ‘0’ | Input ‘0’ in main menu | Program will return an error message and ask the user to enter a correct integer | Invalid choice!  Enter your choice: |
| 1.1.2 | Test if error messages will show when an alphabet is entered as an input | ‘x’ | Input ‘x’ in main menu | Program will return an error message telling the user to input valid integers only | Invalid option. Enter only integers!  Enter your choice: |
| 1.2 | Test to see if the saving function works properly | ‘5’  ‘2’ | Input ‘5’ in town menu to save game  Input ‘2’ in main menu to load saved game | Program will save game and resume from where it was left off | (Game exits when option to resume game is selected) |
| 1.3 | Test if the game is able to quit when selected | ‘6’ | Input ‘6’ in town menu to exit game | Program will close | (Program closes successfully) |
| 2.0 | Test to see if the town menu displays when selected | ‘1’ | Input ‘1’ in main menu | Program will start a new game and show the full town menu | Day 1: You are in a Town.  [1] View Character  [2] View Map  [3] Move  [4] Rest  [5] Save Game  [6] Exit Game |
| 2.1 | Test to see if the player’s characteristics display properly. | ‘1’ | Input ‘1’ in town menu | Program will display player traits | Name: The Hero  Damage: 2 to 4  Defence: 1  HP: 20  Day: 1  Enter your choice: |
| 2.2 | Test to see if the world map is displayed when selected | ‘2’ | Input ‘2’ in town menu | Program will print out the world map |  |
| 2.3 | Test to see if the player is able to move as desired | ‘3’  ‘d’ | Input ‘3’ in town menu to move  Input ‘d’ to move right | Program will move the character to the right by 1 square |  |
| 2.3.1 | Test if moving upwards while being on the top of the map will return an error message | ‘w’ | Input ‘w’ when moving to move up | Program will return an error, saying that you are not allowed to move out of the map | Your Move: w  Out of bounds! You are not allowed to move out of the map! |
| 2.3.2 | Test if entering an integer as a move will return an error message | ‘2’ | Input ‘2’ when moving | Program will return an error message asking for a valid input of either W, A, S or D | Your Move: 2  You entered an invalid option. Enter only "W", "A", "S", "D" to move. |
| 2.3.3 | Test if a mob is encountered when moving around the map | ‘s’ | Input ‘s’ when moving to move down by 1 square on the map | Program will move player down and the combat menu will appear |  |
| 2.4 | Test to see if the resting function is working properly | ‘4’ | Input ‘4’ after moving into an area marked with ‘T’ | Program will allow user to rest when they move into a Town area, and restore their health fully | Enter your choice: 4  You are fully healed. |
| 2.5 | Test the saving game function | ‘5’  ‘2’ | Input ‘5’ when in a Town to save game  Input ‘2’ in main menu after restarting the program | Program will resume the game where the player last saved | (Program quits when entering option ‘2’ in main menu) |
| 2.6 | Test if the program asks for a confirmation before exiting | ‘5’ | Input ‘5’ in the town menu to exit game | Program will ask for a confirmation whether to quit or continue | (Program exits without confirmation) |
| 3.0 | Test if players can view the statistics of their opponents when in the combat menu | ‘s’ | Input ‘s’ when moving to move into an open space | Program will display combat menu with the relevant stats of the opponent | Day 2: You are out in the Open  Encounter! - Rat  Damage: 1 to 3  Defence: 1  HP: 10  1) Attack  2) Run  Enter your choice: |
| 3.1 | Test if attacking the opponent works | ‘1’ | Input ‘1’ when in the combat menu to attack the opponent | Opponent will sustain damage and will continue to do so | Enter your choice: 1  Oof! The Rat hit you for 3 damage!  You are left with 17 HP.  The Rat is dead! You are victorious! |
| 3.2 | Test if the running feature works while in combat | ‘2’ | Input ‘2’ when in combat to run away from opponent to save HP | Player will run away from opponent and sustain zero damage | Enter your choice: 2  You run and hide  Day 3: You are in a You are out in the Open. |
| 3.2.1 | Test if entering an alphabet will return a warning message | ‘o’ | Input ‘o’ when in combat | Program will ask for valid integer input | Encounter! - Rat  Damage: 1 to 3  Defence: 1  HP: 10  1) Attack  2) Run  Enter your choice: o  Invalid option. Enter only integers! |
| 3.2.2 | Test to see if entering an invalid integer will return a warning message | ‘0’ | Input ‘0’ when in combat | Program will ask for valid input integer | Enter your choice: 0  Invalid choice  Enter your choice: |
| 4.0 | Test to see if outdoor menu displays after combat | NIL | Player exits combat | Program will display outdoor menu for the player to make their next move | Day 4: You are out in the Open.  [1] View Character  [2] View Map  [3] Move  [4] Sense Orb  [5] Exit Game  Enter your choice: |
| 4.1 | Test to see if the player is able to view their character’s stats after combat | ‘1’ | Input ‘1’ in the outdoor menu | Program will display character statistics | Enter your choice: 1  Name: The Hero  Damage: 2  Defence: 1  HP: 17 |
| 4.2 | Test to see if the world map shows up in the outdoor menu for the player to plan their next move | ‘2’ | Input ‘2’ in the outdoor menu | Program will print out world map |  |
| 4.3 | Test to see if moving in the outdoor menu is working | ‘3’  ‘s’ | Input ‘3’ in the outdoor menu to select next move  Input ‘s’ in the outdoor menu to move down | Program will print out map for player to choose their next move and move them accordingly |  |
| 4.4.1 | Test to see if quitting the game in the outdoor menu is working | ‘5’ | Input ‘5’ in the outdoor menu to exit game | Program will exit | (Program exits successfully) |
| 4.4.2 | Test if exiting the game prompts a confirmation beforehand | ‘5’ | Input ‘5’ in the outdoor menu to exit game | Program will ask for a confirmation to proceed or continue | (Program does not display confirmation and exits) |
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