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| **Test Case ID** | **Test Scenario** | Test Values | Expected Outcome | Actual Outcome | Same as Expected Outcome? |
|  | **As a player, I want a main menu to be displayed when first launching the game so that I can know the different options available** |  |  |  |  |
| **TC-001** | User launches the game | NIL | When user runs the main.py file, the game will launch with the main menu. | Game Launches | Yes |
|  | **As a player, I want to be able to start a new game so that I can begin on a new adventure.** |  |  |  |  |
| **TC-002** | User starts a new game | Option “1” – New Game | After entering “1”, a new game will start in Day 1. |  | Yes |
| **TC-003** | User enters wrong input in the Main Menu | Option “0” | An error should appear, and the user should be prompted to enter a valid option | Error displayed “Invalid Choice!” and prompts the user the enter a valid number. | Yes |
| **TC-004** | User enters an alphabet instead of integers | “h” | An error should appear, telling the user to enter only integers and not alphabets. | Error displayed “Invalid option. Enter only integers!” | Yes |
|  | **As a player, I want to be able to load my save progress so that I can resume where I last stopped.** |  |  |  |  |
| **TC-005** | User tries to load saved game | Option “5” – Save Game  Option “2” – Resume Game | After entering option “5”, the game should save and continue after I re-run it. | Game does not continue from saved point. | No |
|  | **As a player, I want to have an option to quit the game so that I can safely exit the application.** |  |  |  |  |
| **TC-006** | User tries to exit game | Option “3” – Exit Game | While in the main menu, select option “3” to exit the game. | Program exits. | Yes |
| **TC-007** | User tries to exit game after combat | Option “5” – Exit Game | After combat, the game should quit after the user selects quit game. | Program exits. | Yes |
|  | **As a player, I want to be able to view the different options when I am at a town so that I can make an informed decision on what to do next.** |  |  |  |  |
| **TC-008** | User starts new game and enters the town menu | Option “1” – New Game | After inputting “1” in the main menu, the town menu will be displayed | Town menu is displayed | Yes |
|  | **As a player, I want to be able to save the game mid-game to keep my progress** |  |  |  |  |
| **TC-009** | User saves game after passing 1 day | Option “5” – Save Game | While mid-game, the player should be able to save their progress by entering option “5” | No option to save game after moving | No |
|  | **As a player, I want to be able to view my hero's statistics so that I can view how much HP I have left.** |  |  |  |  |
| **TC-010** | User tries to view character statistics | Option “1” – View Character | After selecting to view character, the hero’s statistics should print out. | Character statistics print out | Yes |
| **TC-011** | User enters an invalid integer in the town menu | Option “9” | An error will appear, and the user should be prompted to enter a valid number | Error displayed “Invalid Choice!” and prompts the user the enter a valid number. | Yes |
| **TC-012** | User enter an alphabet as input. | “x” | An error should appear, telling the user to enter only integers and not alphabets. | Error displayed “Invalid option. Enter only integers!” | Yes |
|  | **As a player, I want to be able to view the world map so that I can know my character's position.** |  |  |  |  |
| **TC-013** | User views the map | Option “2” – View Map | Selecting option “2” prints out the map of the town. | Map is displayed | Yes |
|  | **As a player, I want to be able to move**  **Around the map so that I can move to**  **my desired location.** |  |  |  |  |
| **TC-014** | User moves ‘right’ on the map | Option “3” – Move  Option “d” – Move Right | After starting a game and selecting to move, the character will move to the right after entering “d” as your move. | Character moves one step to the right | Yes |
| **TC-015** | User chooses to move up on the map  while already being at the top | Option “w" – Move Up | The user should receive an error telling them that they are not allowed to move out of the map’s boundaries. | Error displayed “Out of bounds! You are not allowed to move out of the map!” | Yes |
| **TC-016** | User choose to enter an integer as an  input | “2” | The user should receive an error telling them that integers are not valid inputs and to use W, A, S, D instead. | Error displayed “You entered an invalid option. Enter only ‘W’, ‘A’, ‘S’, and ‘D’ to move.” | Yes |
|  | **As a player, I want to encounter a mob when I move in an outdoor location so that I can either attack or run** |  |  |  |  |
| **TC-017** | User chooses to move down on the map | Option “3” – Move  Option “s” – Move Down | After starting a game and selecting where to move, the player will encounter a mob. | Mob is encountered and the player gets to choose to fight or flight. | Yes |
|  | **As a player, I want to be able to rest so that I can restore my hit points to be able to fight.** |  |  |  |  |
|  | User wants to rest after fighting | Option “4” – Rest | After fighting and reaching a town, the player will heal fully once they choose to rest | Player is healed fully back to 20hp | Yes |
|  | **As a player, I want to have an exit confirmation so that I can avoid accidentally exiting the game and save my progress first.** |  |  |  |  |
| **TC-018** | User tries exiting the game mid-way | Option “5” – Exit | When selected, game should have a confirmation on whether player wants to exit. | There is no exit confirmation and the game quits. | No |
|  | **As a player, I want to be able to attack my opponents during an encounter so that I can eventually defeat them** |  |  |  |  |
| **TC-019** | User attacks when in combat | Option “1” – Attack | When selected, should deal damage to the rat. |  | Yes |
| **TC-020** | User enters an invalid integer in combat | Option “0” | An error will appear, and the user should be prompted to enter a valid number | Error displayed “Invalid Choice!” and prompts the user the enter a valid number. | Yes |
| **TC-021** | User enter a punctuation as input in combat | “!” | An error should appear, telling the user to enter only integers and not alphabets. | Error displayed “Invalid option. Enter only integers!” | Yes |
|  | **As a player, I want to have the ability to run whenever I encounter a rat so that I can avoid dying if I am low on hit points.** |  |  |  |  |
| **TC-022** | User wants to run during combat | Option “2” – Run | During combat, selecting option 2 will allow the user to run away and not sustain damage. | User runs away, sustaining zero damage. | Yes |
|  | **As a player, I want to be able to view the different options after I have defeated a rat so that I can choose my next move.** |  |  |  |  |
| **TC-023** | User defeats the rat | Option “1” – Attack | After defeating the rat, a group of options should appear for the user to make their next move. | Options are displayed | Yes |
|  | **As a player, I want to save my progress after defeating the rat.** |  |  |  |  |
| **TC-024** | User tries to save game after combat | Option “4” – Save Game | Game should be saved after selecting this option | No ‘save’ option is given. | No |
|  | **As a player, I want to be able to view my hero’s statistics after defeating a rat so that I can know how much hit points I have left so I can decide whether to continue or head to a town to restore my hit points.** |  |  |  |  |
| **TC-025** | User choose to view character after combat | Option “1” – View Character | Game will display character statistics, including hit points, damage, defence, and day count. | Player statistics are shown | Yes |
| **TC-026** | As a player, I want to be free from combat when I enter a town | NIL | When the character moves to a location marked with a ‘T’ on the map, no combat should take place | No combat takes place and the town menu shows up. | Yes |