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| **No.** | **Test Scenario** | Test Values | Expected Outcome | Status |
| **1.** | **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** |  |  |  |
|  | User launches the game | NIL | When user runs the main.py file, the game will launch with the main menu. | Pass |
| **2.** | **As a player, I want to be able to start a new game so that I can begin on a new adventure.** |  |  |  |
|  | User starts a new game | Option “1” – New Game | After entering “1”, a new game will start in Day 1. | Pass |
| **3.** | **As a player, I want to be able to load my save progress so that I can resume where I last stopped.** |  |  |  |
|  | 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. | Fail |
| **4.** | **As a player, I want to have an option to quit the game so that I can safely exit the application.** |  |  |  |
|  | User tries to exit game | Option “3” – Exit Game | While in the main menu, select option “3” to exit the game. | Pass |
|  | User tries to exit game after combat | Option “5” – Exit Game | After combat, the game should quit after the user selects quit game. | Fail (prints invalid option) |
| **5.** | **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.** |  |  |  |
|  | 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 | Pass |
| **6.** | **As a player, I want to be able to save the game mid-game to keep my progress** |  |  |  |
|  | 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” | Fail |
| **7.** | **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.** |  |  |  |
|  | User tries to view character statistics | Option “1” – View Character | After selecting to view character, the hero’s statistics should print out. | Pass |
| **8.** | **As a player, I want to be able to view the world map so that I can know my character's position.** |  |  |  |
|  | User views the map | Option “2” – View Map | Selecting option “2” prints out the map of the town. | Pass |
| **9.** | **As a player, I want to be able to move around**  **the map so that I can move to my desired**  **location.** |  |  |  |
|  | 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. | Pass |
| **10.** | **As a player, I want to encounter a mob when I move in an outdoor location so that I can either attack or run** |  |  |  |
|  | 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. | Pass |
| **11.** | **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 “1” – Fight  Option “4” – Rest | After fighting the rat, the player should rest and fully heal after selecting option “4” to rest. | Fail |
| **12.** | **As a player, I want to have an exit confirmation so that I can avoid accidentally exiting the game and save my progress first.** |  |  |  |
|  | User tries exiting the game mid-way | Option “5” – Exit | When selected, game should have a confirmation on whether player wants to exit. | Fail (no confirmation and it says invalid option) |
| **13.** | **As a player, I want to be able to attack my opponents during an encounter so that I can eventually defeat them** |  |  |  |
|  | User attacks when in combat | Option “1” – Attack | When selected, should deal damage to the rat. | Pass |
| **14.** | **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.** |  |  |  |
|  | 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. | Pass |
| **15.** | **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.** | Option “1” – Attack |  |  |
|  | 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. | Pass |
| **16.** | **As a player, I want to save my progress after defeating the rat.** |  |  |  |
|  | User tries to save game after combat | Option “4” – Save Game | Game should be saved after selecting this option | Fail |
| **17.** | **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.** |  |  |  |
|  | User choose to view character after combat | Option “1” – View Character | Game will display character statistics, including hit points, damage, defence, and day count. | Pass |
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