ETI Sprint 1 Test Cases [Detailed Version]

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| Test Scenario ID | Town\_Menu-1 | | Test Case ID | | 1A |
| Test Case Description | Display Town Menu | | Test Priority | | High |
| Prerequisite | Resume Game from a saved state | | Postrequisite | | Town Menu displays |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Display Town Menu |  | Displays Town Menu when player resumes game |  |  |  |

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| Test Scenario ID | Town\_Menu-2 | | Test Case ID | | 1A |
| Test Case Description | Display Town Menu | | Test Priority | | High |
| Prerequisite | Player enters a town | | Postrequisite | | Town Menu displays |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Display Town Menu |  | Display Town Menu when player enters a town |  |  |  |

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| Test Scenario ID | View\_Character-1 | | Test Case ID | | 1B |
| Test Case Description | View Character | | Test Priority | | High |
| Prerequisite | Town Menu to be displayed | | Postrequisite | | Displays player’s statistics |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| View Character | Press 1 | Displays player’s statistics |  |  |  |

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| Test Scenario ID | View\_Map-1 | | Test Case ID | | 1C |
| Test Case Description | View Map | | Test Priority | | High |
| Prerequisite | Town Menu to be displayed | | Postrequisite | | Displays world map |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| View Map | Press 2 | Displays world map  H denotes the Hero  If hero is in a town, H/T is shown instead of T |  |  |  |

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| Test Scenario ID | Move-1 | | Test Case ID | | 1D |
| Test Case Description | Move Function | | Test Priority | | High |
| Prerequisite | Town Menu to be displayed | | Postrequisite | | Player can move up,left,down and right using W,A,S and D respectively  1 day is added to time |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Move Function | Press 3 | Player can move **up**,**left**,**down** and **right** using **W**,**A**,**S** and **D** respectively  1 day is added to time  Not allowed to move out of the map |  |  |  |
| Move Criteria1 | Press W | When player location coordinates is (1,1), when the ‘W’ button is pressed, player should not move up | (1,8) |  |  |
| Move Criteria2 | Press S | When player location coordinates is (1,8), when the ‘S’ button is pressed, player should not move down. |  |  |  |

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| Test Scenario ID | Rest-1 | | Test Case ID | | 1E |
| Test Case Description | Rest Function | | Test Priority | | High |
| Prerequisite | Town Menu to be displayed | | Postrequisite | | Player’s HP to be reset to 20  1 day to be taken |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Rest Function | Press 4 | Player’s HP to be reset to 20  1 day to be taken |  |  |  |

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| Test Scenario ID | Save\_Game-1 | | Test Case ID | | 1F |
| Test Case Description | Save Game Function | | Test Priority | | High |
| Prerequisite | Town Menu to be displayed | | Postrequisite | | Saves the current state of the game  If player quits game, they return to current state using **‘Resume’** Function in Main Menu |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Save Game Function | Press 5 | Saves the current state of the game  If player quits game, they return to current state using **‘Resume’** Function in Main Menu |  |  |  |

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| Test Scenario ID | Exit\_Game-1 | | Test Case ID | | 1G |
| Test Case Description | Exit Game Function | | Test Priority | | High |
| Prerequisite | Town Menu to be displayed | | Postrequisite | | Quits game and exits |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Exit Game Function | Press 6 | Quits game and exits |  |  |  |