ETI Sprint 2 Test Cases [Detailed Version]

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| Test Scenario ID | Combat\_Menu-3 | | Test Case ID | | 3A |
| Test Case Description | Combat Menu | | Test Priority | | High |
| Prerequisite | Player must be outdoors. | | Postrequisite | | NA |
| Feature Test | Inputs | Expected Outcome | Actual Outcome | Test Result <pass/fail> | Test Comments |
| Attack rat | 1 | Display Attack page |  |  |  |
| Run away from rat | 2 | Display Run page |  |  |  |

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| Test Scenario ID | Attack-3 | | Test Case ID | | 3B |
| Test Case Description | Attack Rat | | Test Priority | | High |
| Prerequisite | Player must be outdoors.  Player selected option 1 on Combat Menu. | | Postrequisite | | NA |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Deal 1 damage to Rat | 1 | Reduce Rat’s HP by 0 |  |  |  |
| Deal 2 damage to Rat | 1 | Reduce Rat’s HP by 1 |  |  |  |
| Deal 3 damage to Rat | 1 | Reduce Rat’s HP by 2 |  |  |  |
| Attacked by rat with 1 damage | 1 | Reduce Hero’s HP by 1 |  |  |  |
| Attacked by rat with 2 damage | 1 | Reduce Hero’s HP by 2 |  |  |  |
| Attacked by rat with 3 damage | 1 | Reduce Hero’s HP by 3 |  |  |  |
| Attack rat till it dies | 1 | Rat’s HP reduced to 0 > Hero’s HP remains unchanged>Display Outdoor Menu |  |  |  |
| Hero dies | 1 | Hero’s HP reduced to 0 > Display Game Over page |  |  |  |

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| Test Scenario ID | Run-3 | | Test Case ID | | 3C |
| Test Case Description | Run away | | Test Priority | | High |
| Prerequisite | Player must be outdoors.  Player selected option 2 on the attack page. | | Postrequisite | | NA |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Display ‘You run and hide.’ | 2 | Display ‘You run and hide.’ |  |  |  |
| Display options 1, 2, 3, 4 | 2 | Display options 1, 2, 3, 4 |  |  |  |
| Change opponent HP back to full | 2 | Change opponent HP back to full |  |  |  |
| Select option 1 | 1 | Display View Character page |  |  |  |
| Select option 2 | 2 | Display Map |  |  |  |
| Select option 3 | 3 | Allow player to move |  |  |  |
| Select option 4 | 4 | Exit the game |  |  |  |
| Opponent attacks hero if option 4 selected | 4 | Opponent attacks hero |  |  |  |
| Opponent attacks hero if option 3 selected and hero did not move away from the current square | 3 | Opponent attacks hero |  |  |  |