ETI Sprint 3 Test Cases [Detailed Version]

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| Test Scenario ID | Outdoor\_Menu-1 | | Test Case ID | | 4A |
| Test Case Description | Display Outdoor Menu | | Test Priority | | High |
| Prerequisite | A rat must be defeated | | Postrequisite | | Outdoor Menu Displayed |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Outdoor Menu | Defeat a Rat first using Attack function | Display Outdoor Menu |  |  |  |

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| Test Scenario ID | Outdoor\_Menu-2 | | Test Case ID | | 4A |
| Test Case Description | Display Outdoor Menu | | Test Priority | | High |
| Prerequisite | During Combat, player selects ‘Run’ function | | Postrequisite | | Outdoor Menu Displayed |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Outdoor Menu | Press 2 on Combat Menu | Display Outdoor Menu |  |  | If player does not move away from current square or exit the game, opponent recovers all its HP and attacks player again |

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| Test Scenario ID | View\_Character-1 | | Test Case ID | | 4B |
| Test Case Description | View Character | | Test Priority | | High |
| Prerequisite | Outdoor Menu to be displayed | | Postrequisite | | Leads to combat |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| View Character | Press 1 on Outdoor Menu | Combat Menu displays |  |  |  |

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| Test Scenario ID | View\_Map-1 | | Test Case ID | | 4C |
| Test Case Description | View Map | | Test Priority | | High |
| Prerequisite | Outdoor Menu to be displayed | | Postrequisite | | Leads to combat |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| View Map | Press 2 on Outdoor Menu | Combat Menu displays |  |  |  |

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| Test Scenario ID | Move-1 | | Test Case ID | | 4D |
| Test Case Description | Move Function | | Test Priority | | High |
| Prerequisite | Outdoor Menu to be displayed | | Postrequisite | | Move **up**,**left**,**down** and **right** using **W**,**A**,**S** and **D** respectively.  Adds 1 day to time. |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Move Function | Press 3 on Outdoor Menu | Player can move **up**,**left**,**down** and **right** using **W**,**A**,**S** and **D** respectively  1 day is added to the time |  |  |  |

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| Test Scenario ID | Exit\_Game-1 | | Test Case ID | | 4E |
| Test Case Description | Exit Game | | Test Priority | | High |
| Prerequisite | Outdoor Menu to be displayed | | Postrequisite | | Quits the game and exits |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Exit Game Function | Press 4 on Outdoor Menu | Quits the game and exits |  |  |  |