ETI Sprint 4 Test Cases [Detailed Version]

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| Test Scenario ID | New\_Game-1 | | Test Case ID | | 1B |
| Test Case Description | Start New Game | | Test Priority | | High |
| Prerequisite | Main Menu to display after game launched | | Postrequisite | | NA |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| New Game Function | Press 1 | Player starts at the top-left corner of the map.  Player’s statistics initialized as follows:  **Name** - The Hero, **Damage** - 2-4, **Defence** - 1, **HP** - 20.  Default map to appear with Orb of Power located at bottom-right corner and represented with a letter **K** and towns to be represented with a **T**.    Game starts on Day 1.  Display Town Menu with relevant options as the player starts in a town. |  |  |  |

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| Test Scenario ID | Resume\_Game-1 | | Test Case ID | | 1C |
| Test Case Description | Resume Game | | Test Priority | | High |
| Prerequisite | Game must be saved | | Postrequisite | | Player spawns at last town before save |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Resume Function | Press 2 | Last saved game state restored.  Player to spawn in the last town that he was in, before save. |  |  |  |

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| Test Scenario ID | Exit\_Game-1 | | Test Case ID | | 1D |
| Test Case Description | Exit Game | | Test Priority | | High |
| Prerequisite | Game should be started | | Postrequisite | | Quits the game and exits |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Exit Function | Press 3 | Quits the game and exits. |  |  |  |