ETI Sprint 5 Test Cases [Detailed Version]

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| Test Scenario ID | Rat\_King | | Test Case ID | | 5A |
| Test Case Description | Display Rat-King and town with Orb of Power displayed as ‘T/O’ | | Test Priority | | High |
| Prerequisite | NIL | | Postrequisite | | Rat-King displayed and town with Orb of Power displayed as ‘T/O’ |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Display Rat King | None | Display new character, Rat King at current location of character ‘K’ |  |  |  |
| Display Orb of Power at random town | None | Orb of Power displayed at random in any town except the town that character starts |  |  |  |
| Display town with Orb of Power | None | Display town with Orb of Power, denoted as ‘T/O’ |  |  |  |

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| Test Scenario ID | Rat\_King\_Encounter | | Test Case ID | | 5B |
| Test Case Description | Requirements related to Rat King encounter | | Test Priority | | High |
| Prerequisite | Possession of Orb of Power | | Postrequisite | | Rat King defeated |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Kill\_Rat\_King | None | If Orb\_of\_Power = true, then Rat King can be defeated |  |  |  |
| Kill\_Rat\_King2 | None | If Orb\_of\_Power = false, then Rat King cannot be defeated |  |  |  |
| Hero\_to\_Rat\_King | None | Hero to make his way towards Rat King when in possession of Orb of Power |  |  |  |
| Attack\_Rat\_King | None | Hero can attack Rat King without OFP, but Rat King is immune to his attacks |  |  |  |

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| Test Scenario ID | Orb\_of\_Power | | Test Case ID | | 5C |
| Test Case Description | When OFP is found, message displayed, and stats changed | | Test Priority | | High |
| Prerequisite | Possess Orb of Power | | Postrequisite | | Message displayed and stats updated |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Display Message | None | Message, “You found the Orb of Power! Your attack increased by 5! Your defense increased by 5! |  |  |  |
| Display New Outdoor Menu | None | In addition to above message display, other information include: ‘<Current Day No.>: You are out in the open.’ and new options like: 1) View Character, 2) View Map, 3) Move, 4) Sense Orb and 5) Exit Game, are to be displayed. |  |  |  |
| Increase Min and Max damage and defence stats | None | When in possession of OFP, min and max damage and defence stats increased by 5. |  |  |  |
| View\_Character | None | Reflects the new values and also states that player is holding the Orb of Power, ‘You are holding the Orb of Power .’ |  |  |  |

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| Test Scenario ID | Rat\_King2 | | Test Case ID | | 5D |
| Test Case Description | When Rat King encountered, new combat menu displays | | Test Priority | | High |
| Prerequisite | Possession of Orb of Power or not | | Postrequisite | | Enter new combat menu |
| Feature Test | Inputs | Expected Result | Actual Result | Test Result <pass/fail> | Test Comments |
| Display new combat menu | None | Display new combat menu starting with ‘<Day No>: You see the Rat King!’, ‘Encounter! – Rat King’ and damage & defence & HP stats and options: 1) Attack, 2) Run |  |  |  |
| Attack\_Function | 1 | Damage Rat King. Fight sequence similar to original combat sequence |  |  |  |
| Run\_Function | 2 | Run away from Rat King encounter. Displays new outdoor menu. |  |  |  |