Test Case	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
	View map from town menu with valid data			1. Run the program	Program displays map			Lennon
5.1		Option 1 "New Game", Option 2 "View Map"	Manual	2. Enter 1		As Expected	Pass	
				3. Enter 2		, ,		
				1. Run the program				
5.2	View map from town menu with invalid data	Option 1 "New Game", Option 12	Manual	2. Enter 1	Program displays error message "Unknown Option, please select 1-6." and ask for input	As Expected	Pass	Lennon
				3. Enter 12	again			
				Run the program				
6.2	Rest character with invalid data	Option 1 "New Game", Option 12	Manual	2. Enter 1	Program displays error message "Unknown Option, please select 1-6." and ask for input	As Expected	Pass	Lennon
				3. Enter 12	again	·		
				Run the program				
7.1	Exit Game from town menu with valid data	Option 1 "New Game", Option 6 "Exit Game"	Manual	2. Enter 1	Program displays main menu	As Expected	Pass	Lennon
				3. Enter 6				
				o. Littor o				
				Run the program				
7.2	Exit Game from town menu with invalid data	Option 1 "New Game", Option 12	Manual	2. Enter 1	Program displays error message "Unknown Option, please select 1-6." and ask for input	As Expected	Pass	Lennon
1.2	Exit Game from town mend with invalid data	Option 1 New Game, Option 12	iviariuai	3. Enter 12	again	As Expedied	1 855	Lennon
				J. Litter 12				
				Run the program				
				2. Enter 2			Fail	
8.1.2	Moving left in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", A	Manual	2. Enter 2 3. Enter 3	Program displays updated map with hero moving 1 box to the left, day number, location and town menu	Program displays "do smth"		Zheng Feng
					and town menu			
				4. Enter A				
	Moving left in the map with alternalte valid data			Run the program		Program displays day	Fail	
8.1.3		Option 2 "Resume Game", Option 3 "Move", A	Manual	2. Enter 2	Program displays updated map with hero moving 1 box to the left, day number, location	number, location and town menu		Zheng Feng
				3. Enter 3	and town menu			0 0
				4. Enter A				
			Manual	Run the program				
8.1.4	Moving left in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", A		2. Enter 2	Program displays updated map with hero moving 1 box to the left, day number, location	As expected	Pass	Zheng Feng
		Option 2 Resume dame, Option 3 Move, A		3. Enter 3	and town menu	, to expected	1 433	
				4. Enter A				
		Option 2 "Resume Game", Option 3 "Move", D) Manual	Run the program	Program displays updated map with hero moving 1 box to the right, day number, location and town menu	Program displays "do smth"	1	Zheng Feng
8.2.2	Moving right in the map with alternalte valid data			2. Enter 2			Fail	
0.2.2	morning right in the map with alternatio valid data			3. Enter 3				
				4. Enter D				
		Option 2 "Resume Game", Option 3 "Move", D	Manual	1. Run the program	Program displays updated map with hero moving 1 box to the right, day number, location and town menu			
8.2.3	Moving right in the map with alternalte valid data			2. Enter 2		Program displays day number, location and town	Fail	Zheng Feng
0.2.0	morning right in the map man alternative value data	option 2 recounte danie , option o more , s	- Mariaar	3. Enter 3		menu		Zilong r ong
				4. Enter D				1
				1. Run the program				
8.2.4	Moving right in the map with alternalte valid data	o man with alternalta valid data	Manual	2. Enter 2	Program displays updated map with hero moving 1 box to the right, day number, location	As expected	Pass	Zhong Fons
0.2.4	woving right in the map with alternaite valid data	Option 2 "Resume Game", Option 3 "Move", D	ivialiuai	3. Enter 3	and town menu	As expected	F d S S	Zheng Feng
				4. Enter D				
	Moving up in the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program	Program displays updated map with hero moving 1 box up, day number, location and			
				2. Enter 2				
8.3.2				3. Enter 3	town menu	Program displays "do smth"	Fail	Zheng Feng
				4. Enter W				
				Run the program				
				2. Enter 2	Program displays updated map with hero moving 1 box up, day number, location and	Program displays day		
8.3.3	Moving up in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	3. Enter 3	town menu	number, location and town menu		Zheng Feng
1						menu		

Test Case	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
				4. Enter W				
				Run the program				
8.3.4	Moving up in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	2. Enter 2	Program displays updated map with hero moving 1 box up, day number, location and	As expected	Pass	Zheng Feng
				3. Enter 3	town menu	1.00		Zilelig Felig
				4. Enter W				
				1. Run the program				
8.4.2	Moving down in the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual	2. Enter 2	Program displays updated map with hero moving 1 box down, day number, location and	Program displays "do smth"	Fail	Zheng Feng
				3. Enter 3	town menu			
				4. Enter S				
				1 Due the second				
				1. Run the program 2. Enter 2		Program displays day		
8.4.3	Moving down in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual		Program displays updated map with hero moving 1 box down, day number, location and town menu	number, location and town	Fail	Zheng Fer
				3. Enter 3	town menu	menu		
				4. Enter S				
				Run the program				
				2. Enter 2	Program displays undated man with here moving 1 hav down, day number location and			
8.4.4	Moving down in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual	3. Enter 3	Program displays updated map with hero moving 1 box down, day number, location and town menu	As expected	Pass	Zheng Fen
				4. Enter S				
				ii Liitoi o				
				Run the program				
	Moving in the map with invalid data			2. Enter 1		Program displays "do smth"	Fail	Zheng Fen
8.5.1		Option 1 "New Game", Option 3 "Move", AD	Manual	3. Enter 3	Program displays error message "Invalid option" and ask for input again			
				4. Enter AD				
				=				
				1. Run the program				
8.5.2	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	D Manual	2. Enter 2	Program displays error message "Invalid option" and ask for input again	Program displays "do smth"		Zheng Fen
8.5.2				3. Enter 3			Fail	
				4. Enter AD				
		Option 1 "New Game", Option 3 "Move", AD	Manual	1. Run the program	Program displays error message "Invalid option" and ask for input again	Program displays day number, location and town menu		Zheng Fenç
8.5.3	Moving in the map with invalid data			2. Enter 1			Fail	
0.0.0	moving in the map mar invalid data			3. Enter 3				
				4. Enter AD				
		Option 2 "Resume Game", Option 3 "Move", AD	Manual	1. Run the program		Program displays day number, location and town menu	Fail	
8.5.4	Moving in the map with alternate invalid data			2. Enter 2	Program displays error message "Invalid option" and ask for input again			Zheng Feng
				3. Enter 3				
				4. Enter AD				
				Run the program				
			Manual	2. Enter 1	Program displays error message "Invalid option" and ask for input again	As expected	Pass	
8.5.5	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD		3. Enter 3				Zheng Fer
				4. Enter AD				
				4. LIILEI AD				
				Run the program				
				2. Enter 2				
8.5.6	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	Manual	3. Enter 3	Program displays error message "Invalid option" and ask for input again	As expected	Pass	Zheng Fer
				4. Enter AD				
				1. Run the program	Program displays error message "You are not allowed to move out of the map" and ask			
0.6.4	Marian autofilia man villa vallet i	Ontion 4 Ilbland Come II Code of Olikhar II W		2. Enter 1	for input again		F 1	70
8.6.1	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual	3. Enter 3		Program displays "do smth"	Fail	Zheng Feng
				4. Enter W				
				1. Run the program	Program displays error message "You are not allowed to move out of the map" and ask			

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
8.6.2	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	2. Enter 2	for input again	Program displays "do smth"	Fail	Zheng Feng
	woving out of the map with alternate valid data	Option 2 Resume dame, Option 6 Move, W	Marida	3. Enter 3		r rogram displays do sinar	i un	Zilelig i elig
				4. Enter W				
				1. Dun the man				
				Run the program Enter 1	Decrees displays are a second "Vey are askelled and the second of the secon" and sele	Program displays error		
8.6.3	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual	3. Enter 3	Program displays error message "You are not allowed to move out of the map" and ask for input again	message "You are not allowed to move out of the	Fail	Zheng Feng
				4. Enter W		map" and displays town menu		
				ב				
				1. Run the program		Program displays error		
8.6.4	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	2. Enter 2	Program displays error message "You are not allowed to move out of the map" and ask	message "You are not	Fail	7hana Fana
0.0.4	woving out of the map with alternate valid data	Option 2 Resume dame , Option 3 Move , W	iviariuai	3. Enter 3	for input again	allowed to move out of the map" and displays town menu	Fall	Zheng Feng
				4. Enter W		map and displays town menu		
				1. Run the program				
8.6.5	Moving out of the map with valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	2. Enter 2	Program displays error message "You are not allowed to move out of the map" and ask for input again	As expected	Pass	Zheng Feng
				3. Enter 3 4. Enter W	Tot input again			
				4. Litter VV				
				Run the program				
				2. Enter 2	Program displays error message "You are not allowed to move out of the map" and ask		Pass	
8.6.6	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	3. Enter 3	for input again	As expected		Zheng Feng
				4. Enter W				
	Save game with invalid data	Option 1 "New Game", Option 12	Manual	1. Run the program	Program displays error message "Unknown Option, please select 1-6." and ask for input again	As Expected		
9.2				2. Enter 1			Pass	Lennon
				3. Enter 12				
				1. Run the program				
10.2	Resume game with invalid data	Option 4	Manual	2. Option 4	Program displays error message "Unknown Option, please select 1-3." and ask for input again	As Expected	Pass	Lennon
				Z. Option 4				
11.1	Display combat menu with valid data	W	Manual	1. Run the program				Zheng Feng
				2. Enter 2	Program displays map, day number with location, encountered opponent, damage,	As Expected	Pass	
				3. Enter 3	defence and HP of opponent, combat menu	As Expected	Pass	
				4. Enter W				
11.2	Display combat menu with valid data	A	Manual	1. Run the program				Zheng Feng
				2. Enter 2	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu	As Expected	Pass	
				3. Enter 3 4. Enter A	defence and the or opponent, combat menu			
				4. LIICI A				
11.3	Display combat menu with valid data	S	Manual	Run the program				Zheng Feng
		-		2. Enter 2	Program displays map, day number with location, encountered opponent, damage,			. 5 . 5
				3. Enter 3	defence and HP of opponent, combat menu	As Expected	Pass	
				4. Enter S				
11.4	Display combat menu with valid data	D	Manual	1. Run the program				Zheng Feng
				2. Enter 2	Program displays map, day number with location, encountered opponent, damage,	As Expected	Pass	
				3. Enter 3	defence and HP of opponent, combat menu	, p		
				4. Enter D				
11.5	Display combat menu with invalid data	AD	Manual	Run the program	Program displays error message "You have entered an invalid option. Enter "W", "A", "S" or			Zheng Feng
11.0	Display Compatiniena with invalid data		ivianual	2. Enter 2				Zilelig i elig
				3. Enter 3	"D" to move." and ask for input again	As Expected	Pass	
				4. Enter AD				
12.2	Display outdoor menu with invalid data	Option 3	Manual	1. Run the program	Program displays error message "Please enter a valid option." and ask for input again	As Expected	Pass	Zheng Feng

Test Case	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
					Decrees displays none demand defence by of above to day a public with leasting			
13.1	View character from outdoor menu with valid data	Option 1 "View Character"	Manual	1. Run the program	Program displays name, damage, defence, hp of character, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu	As Expected	Pass	Zheng Feng
				2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				6. Enter 1				
13.2	View character from outdoor menu with invalid data	Option 5	Manual	Run the program	Program displays error message "Unknown Option, please select 1-4." and ask for input	As Expected	Pass	Zheng Feng
				2. Enter 2	again			
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				6. Enter 5				
					Program displays map, day number with location, encountered opponent, damage,			
14.1	View map from outdoor menu	Option 2 "View Map"	Manual	1. Run the program	defence and HP of opponent, combat menu	As Expected	Pass	Zheng Feng
				2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				6. Enter 2				
14.2	View map from outdoor menu with invalid data	Option 5	Manual		Program displays error message "Unknown Option, please select 1-4." and ask for input	As Expected	Pass	Zheng Feng
14.2	view map nom outdoor mend with invalid data	Option 5	ivialiual	1. Run the program	again	As Expedieu	FdSS	Zilelig Felig
				2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				6. Enter 5				
15.1	Move from outdoor menu	Option 3 "Move"	Manual	Run the program	Program displays map, awaiting for user input to move	As Expected	Pass	Zheng Feng
				2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				6. Enter 3				
15.2	Move from outdoor menu with invalid data	Option 5	Manual	1. Run the program	Program displays error message "Unknown Option, please select 1-4." and ask for input again	As Expected	Pass	Zheng Feng
				2. Enter 2	agam			
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				5. Enter 3 6. Enter 5				
				O. Enter 5				
16.1	Exit game from outdoor menu	Option 4 "Exit Game"	Manual	Run the program	Program is closed	As Expected	Pass	Zheng Feng
	g			2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				6. Enter 4				
				2. 2.10. 1			+	1
								-
16.2	Exit game from outdoor menu with invalid data	Option 5	Manual	Run the program	Program displays error message "Unknown Option, please select 1-4." and ask for input	As Expected	Pass	Zheng Feng

Test Case	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
				2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 3				
				6. Enter 5				
17.1	Run from opponent with valid data	Option 2 "Run"	Manual	Run the program	Program displays message "You run and hide." and outdoor menu	As Expected	Pass	Zheng Feng
				2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 2				
17.2	Run from opponent with invalid data	Option 3	Manual	Run the program	Program displays error message "Please enter a valid option." and ask for input again	As Expected	Pass	Zheng Feng
				2. Enter 2				
				3. Enter 3				
				4. Enter D				
				5. Enter 3				