

	Test Scenario - Variable Name	Test Variables	Steps	Expected Outcome
1	User Story: As a user, I want to be able to check my hero statistics so that I can know if I am strong enough to fight the opponents User chooses to view character User tries to choose invalid option	option 1 "View Character" option 12	input 1 input 12	program displays name, damage, defence, hp Program displays error message "Unknown Option, please select 1-6." and ask for input again
3	As a user, I want to resume my game from the main menu so that I can easily carry on from where I previously left off To test the function resume game User tries to choose other functions	Option 2 "Resume game" Option 4	input 2 input 4	Program starts where user left off and displays town menu Program displays error message "Unknown Option, please select 1-6." and ask for input again
4	As a user, I want to be able to save my game so that I will not lose my progress To test the function save game User tries to choose other options	Option 5 "Save Game" Option 7	input 5 input 7	Display message "Game Saved." Program displays error message "Unknown Option, please select 1-6." and ask for input again
5	As a user, I want to view the map and check where my hero is located so that I can decide on where to go from there User chooses to view the map User tries to choose other options Map is unavailable/cannot be displayed	option 2 "View Map" Option 7 option 2 "View Map"	input 2 input 7 input 2	Display map Display error message "Invalid option" Display error message "Currently Unavailable"
7	As a user, I want to move my character around the map so that I can travel from one town to another and eventually the Orb of Power To test the function of moving left To test the function of moving right To test the function of moving up To test the function of moving down User tries to choose invalid option User tries to move out of the map	a, map d, map w, map s, map ad, map w, map	input A input D input W input S input AD input w	Program displays map with character moving 1 box to the left from its previous box Program displays map with character moving 1 box to the right from its previous box Program displays map with character moving 1 box up from its previous box Program displays map with character moving 1 box down from its previous box Program displays error message "Invalid option" and ask for input again Program displays error message "Invalid option" and ask for input again
8	As a user, I want to be able to display the combat menu so that I can see the statistics of the opponent To test the function display combat menu To test the function display combat menu To test the function display combat menu To test the function display combat menu User tries to input invalid option	w, day number, encounter, damage, defence, HP a, day number, encounter, damage, defence, HP s, day number, encounter, damage, defence, HP d, day number, encounter, damage, defence, HP ad, day number, encounter, damage, defence, HP	input W input A input S input D input AD	Program displays day number with location, encountered opponent, damage, defence and HP of opponent, combat menu Program displays day number with location, encountered opponent, damage, defence and HP of opponent, combat menu Program displays day number with location, encountered opponent, damage, defence and HP of opponent, combat menu Program displays day number with location, encountered opponent, damage, defence and HP of opponent, combat menu Program displays error message "Invalid option" and ask for input again
9	As a user, I want to have the option to attack my opponent so that I can damage and kill it eventually. To test the function attack User tries to input invalid option	Option 1 "Attack", damage, defence, HP Option 3	input 1 input 3	Program displays damage done to opponent, damage received from opponent, HP left of character, encountered opponent, damage, defence and HP of opponent, combat menu Program displays error message "Invalid option" and ask for input again
10	As a user, I want to have the option to run from a battle so that I can prevent myself from taking lethal damage. To test the function run User tries to input invalid option	Option 2 "Run" Option 3	input 2 input 3	Program displays message "You run and hide " and outdoor menu Program displays error message "Invalid option" and ask for input again
12	As a user, I want an outdoor menu displayed after defeating an opponent so that I can decide what is my next move. To test the function display outdoor menu User tries to input invalid option	Option 1 "Attack", damage, defence, HP Option 3	input 1 input 3	Program displays damage done to opponent, message saying opponent is dead and "You are victorious!", outdoor menu Program displays error message "Invalid option" and ask for input again
13	As a user, I want an outdoor menu after running away from an opponent so that I can decide what is my next move. To test the function outdoor menu To test the function outdoor menu To test the function outdoor menu To test the function outdoor menu User tries to input invalid option	Option 1 "View character" Option 2 "View map" Option 3 "Move" Option 4 "Exit game" Option 5	input 1 input 2 input 3 input 4 input 5	Program displays day number with location, encountered opponent, damage, defence and HP of opponent, combat menu Program displays day number with location, encountered opponent, damage, defence and HP of opponent, combat menu Program displays world map, awaiting for user input to move Program is closed Display error message "Invalid option"