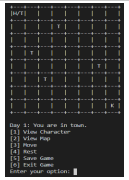
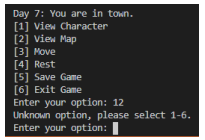
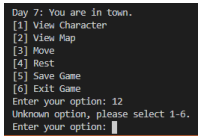
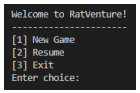
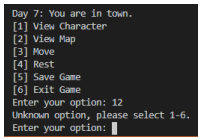
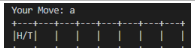
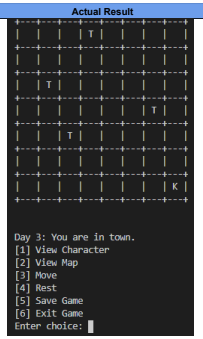
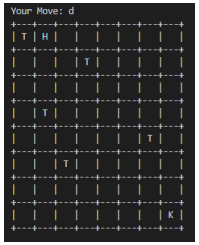
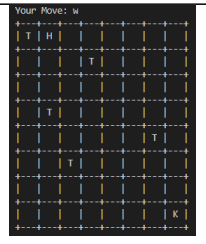
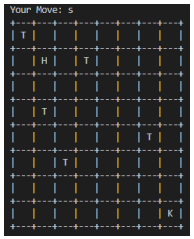
	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
1.2	View character with invalid data	Option 1 "New Game", Option 12	Manual	1. Run the program 2. Enter 1 3. Enter 12	Program displays error message "Unknown Option, please select 1-6." and ask for input again	As Expected	Pass	Zheng Feng
5.1	View map from town menu with valid data	Option 1 "New Game", Option 2 "View Map"	Manual	1. Run the program 2. Enter 1 3. Enter 2	Program displays map		Pass	Lennon
5.2	View map from town menu with invalid data	Option 1 "New Game", Option 12	Manual	1. Run the program 2. Enter 1 3. Enter 12	Program displays error message "Unknown Option, please select 1-6." and ask for input again		Pass	Lennon
6.2	Rest character with invalid data	Option 1 "New Game", Option 12	Manual	1. Run the program 2. Enter 1 3. Enter 12	Program displays error message "Unknown Option, please select 1-6." and ask for input again		Pass	Lennon
7.1	Exit Game from town menu with valid data	Option 1 "New Game", Option 6 "Exit Game"	Manual	1. Run the program 2. Enter 1 3. Enter 6	Program displays main menu		Pass	Lennon
7.2	Exit Game from town menu with invalid data	Option 1 "New Game", Option 12	Manual	1. Run the program 2. Enter 1 3. Enter 12	Program displays error message "Unknown Option, please select 1-6." and ask for input again		Pass	Lennon
8.1.2	Moving left in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", A	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter A	Program displays updated map with hero moving 1 box to the left, day number, location and town menu	Program displays "do smth"	Fail	Zheng Feng
8.1.3	Moving left in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", A	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter A	Program displays updated map with hero moving 1 box to the left, day number, location and town menu	Program displays day number, location and town menu	Fail	Zheng Feng
				1. Run the program 2. Enter 2 3. Enter 3				

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
8.1.4	Moving left in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", A	Manual	4. Enter A	Program displays updated map with hero moving 1 box to the left, day number, location and town menu		Pass	Zheng Feng
8.2.2	Moving right in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", D	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D	Program displays updated map with hero moving 1 box to the right, day number, location and town menu	Program displays "do smth"	Fail	Zheng Feng
8.2.3	Moving right in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", D	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D	Program displays updated map with hero moving 1 box to the right, day number, location and town menu	Program displays day number, location and town menu	Fail	Zheng Feng
8.2.4	Moving right in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", D	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D	Program displays updated map with hero moving 1 box to the right, day number, location and town menu		Pass	Zheng Feng
8.3.2	Moving up in the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays updated map with hero moving 1 box up, day number, location and town menu	Program displays "do smth"	Fail	Zheng Feng
8.3.3	Moving up in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays updated map with hero moving 1 box up, day number, location and town menu	Program displays day number, location and town menu	Fail	Zheng Feng
8.3.4	Moving up in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays updated map with hero moving 1 box up, day number, location and town menu		Pass	Zheng Feng
8.4.2	Moving down in the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter S	Program displays updated map with hero moving 1 box down, day number, location and town menu	Program displays "do smth"	Fail	Zheng Feng

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
8.4.3	Moving down in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter S	Program displays updated map with hero moving 1 box down, day number, location and town menu	Program displays day number, location and town menu	Fail	Zheng Feng
8.4.4	Moving down in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter S	Program displays updated map with hero moving 1 box down, day number, location and town menu		Pass	Zheng Feng
8.5.1	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	Manual	1. Run the program 2. Enter 1 3. Enter 3 4. Enter AD	Program displays error message "Invalid option" and ask for input again	Program displays "do smth"	Fail	Zheng Feng
8.5.2	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter AD	Program displays error message "Invalid option" and ask for input again	Program displays "do smth"	Fail	Zheng Feng
8.5.3	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	Manual	1. Run the program 2. Enter 1 3. Enter 3 4. Enter AD	Program displays error message "Invalid option" and ask for input again	Program displays day number, location and town menu	Fail	Zheng Feng
8.5.4	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter AD	Program displays error message "Invalid option" and ask for input again	Program displays day number, location and town menu	Fail	Zheng Feng
8.5.5	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	Manual	1. Run the program 2. Enter 1 3. Enter 3 4. Enter AD	Program displays error message "Invalid option" and ask for input again	Your Move: ad You have entered an invalid option. Enter "W", "A", "S" or "D" to move. Your Move:	Pass	Zheng Feng
8.5.6	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter AD	Program displays error message "Invalid option" and ask for input again	Your Move: ad You have entered an invalid option. Enter "W", "A", "S" or "D" to move. Your Move:	Pass	Zheng Feng
8.6.1	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 1 3. Enter 3 4. Enter W	Program displays error message "You are not allowed to move out of the map" and ask for input again	Program displays "do smth"	Fail	Zheng Feng
8.6.2	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays error message "You are not allowed to move out of the map" and ask for input again	Program displays "do smth"	Fail	Zheng Feng
8.6.3	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 1 3. Enter 3 4. Enter W	Program displays error message "You are not allowed to move out of the map" and ask for input again	Program displays error message "You are not allowed to move out of the map" and displays town menu	Fail	Zheng Feng
8.6.4	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays error message "You are not allowed to move out of the map" and ask for input again	Program displays error message "You are not allowed to move out of the map" and displays town menu	Fail	Zheng Feng
8.6.5	Moving out of the map with valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays error message "You are not allowed to move out of the map" and ask for input again	Your Move: w You are not allowed to move out of the map	Pass	Zheng Feng
8.6.6	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays error message "You are not allowed to move out of the map" and ask for input again	Your Move: w You are not allowed to move out of the map	Pass	Zheng Feng

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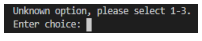
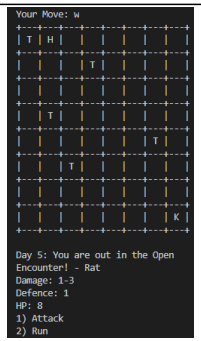
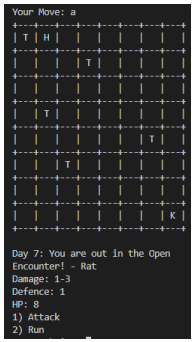
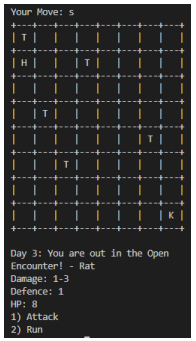
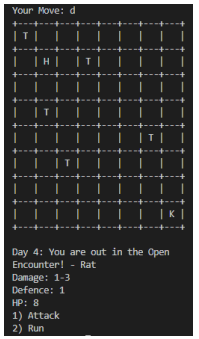
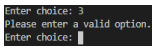
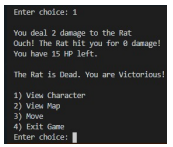
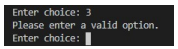
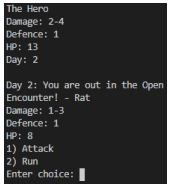
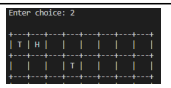
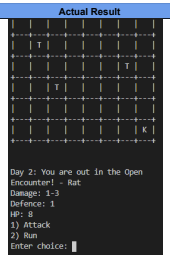
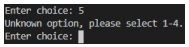
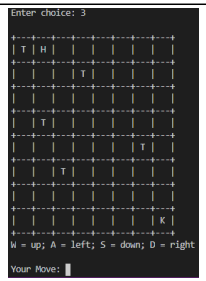
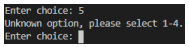
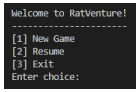
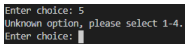
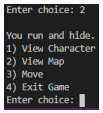
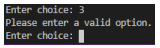
	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
9.2	Save game with invalid data	Option 1 "New Game", Option 12	Manual	1. Run the program 2. Enter 1 3. Enter 12	Program displays error message "Unknown Option, please select 1-6." and ask for input again		Pass	Lennon
10.2	Resume game with invalid data	Option 4	Manual	1. Run the program 2. Option 4	Program displays error message "Unknown Option, please select 1-3." and ask for input again		Pass	Lennon
11.1	Display combat menu with valid data	W	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter W	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu		Pass	Zheng Feng
11.2	Display combat menu with valid data	A	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter A	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu		Pass	Zheng Feng
11.3	Display combat menu with valid data	S	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter S	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu		Pass	Zheng Feng

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
11.4	Display combat menu with valid data	D	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu		Pass	Zheng Feng
11.5	Display combat menu with invalid data	AD	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter AD	Program displays error message "You have entered an invalid option. Enter "W", "A", "S" or "D" to move." and ask for input again	As Expected	Pass	Zheng Feng
12.2	Attack with invalid data	Option 3	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 3	Program displays error message "Please enter a valid option." and ask for input again		Pass	Zheng Feng
13.1	Display outdoor menu with valid data	Option 1 "Attack"	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1	Program displays message "The Rat is Dead. You are Victorious!" and outdoor menu		Pass	Zheng Feng
13.2	Display outdoor menu with invalid data	Option 3	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 3	Program displays error message "Please enter a valid option." and ask for input again		Pass	Zheng Feng
14.1	View character from outdoor menu with valid data	Option 1 "View Character"	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1 6. Enter 1	Program displays name, damage, defence, hp of character, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu		Pass	Zheng Feng
14.2	View character from outdoor menu with invalid data	Option 5	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1 6. Enter 5	Program displays error message "Unknown Option, please select 1-4." and ask for input again		Pass	Zheng Feng
				1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1				Zheng Feng

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by
15.1	View map from outdoor menu	Option 2 "View Map"	Manual	6. Enter 2	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu		Pass	
15.2	View map from outdoor menu with invalid data	Option 5	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1 6. Enter 5	Program displays error message "Unknown Option, please select 1-4." and ask for input again		Pass	Zheng Feng
16.1	Move from outdoor menu	Option 3 "Move"	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1 6. Enter 3	Program displays map, awaiting for user input to move		Pass	Zheng Feng
16.2	Move from outdoor menu with invalid data	Option 5	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1 6. Enter 5	Program displays error message "Unknown Option, please select 1-4." and ask for input again		Pass	Zheng Feng
17.1	Exit game from outdoor menu	Option 4 "Exit Game"	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1 6. Enter 4	Program displays main menu		Pass	Zheng Feng
17.2	Exit game from outdoor menu with invalid data	Option 5	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 1 6. Enter 5	Program displays error message "Unknown Option, please select 1-4." and ask for input again		Pass	Zheng Feng
18.1	Run from opponent with valid data	Option 2 "Run"	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 2	Program displays message "You run and hide." and outdoor menu		Pass	Zheng Feng
18.2	Run from opponent with invalid data	Option 3	Manual	1. Run the program 2. Enter 2 3. Enter 3 4. Enter D 5. Enter 3	Program displays error message "Please enter a valid option." and ask for input again		Pass	Zheng Feng