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				
5.1		Option 1 "New Game", Option 2 "View Map"	Manual	2. Enter 1	Program displays map	As Expected	Pass	Lennon
				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	·		
6.2	Rest character with invalid data	Option 1 "New Game", Option 12	Manual	Run the program Enter 1	Program displays error message "Unknown Option, please select 1-6." and ask for input again	As Expected	Pass	Lennon
6.2				3. Enter 12				
				o. Lintoi 12				
	Exit Game from town menu with valid data	Option 1 "New Game", Option 6 "Exit Game"	Manual	1. Run the program	Program displays main menu			
7.1				2. Enter 1		As Expected	Pass	Lennon
				3. Enter 6				
				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 again	As Expected	Pass	Lennon
	Exit Game from town ment with invalid data	Option 1 New June , Option 12		3. Enter 12		7 to Expedica	. 455	
				1. Run the program		1		Zheng Feng
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"	Fail	
				4. Enter A	and town mend			
				i. End. /				
	Moving left in the map with alternalte valid data			1. Run the program		Program displays day number, location and town menu	Fail	Zheng Feng
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			
				3. Enter 3	and town menu			
				4. Enter A				
	Moving left in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", A	Manual	Run the program	Program displays updated map with hero moving 1 box to the left, day number, location and town menu	As expected	Pass	Zheng Feng
8.1.4				2. Enter 2				
8.1.4				3. Enter 3				
				4. Enter A				
				Run the program				
	Moving right in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", D	Manual	2. Enter 2	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
8.2.2				3. Enter 3				
				4. Enter D				
	Moving right in the map with alternalte valid data		Manual	1. Run the program		Program displays day number, location and town menu		Zheng Feng
8.2.3		Option 2 "Resume Game", Option 3 "Move", D		2. Enter 2 3. Enter 3	Program displays updated map with hero moving 1 box to the right, day number, location and town menu		Fail	
				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			Zheng Feng
8.2.4	Moving right in the map with alternalte valid data			2. Enter 2		As expected	Pass	
1				3. Enter 3 4. Enter D				
				4. ENTER D				
	Moving up in the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	Run the program	Program displays updated map with hero moving 1 box up, day number, location and town menu			Zhong Fong
				2. Enter 2		December displays !!do	Fell	
8.3.2				3. Enter 3		Program displays "do smth"	Fail	Zheng Feng
				4. Enter W				
				Run the program				
	Moving up in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	Run the program Enter 2	Decrees displays undeted many with horse service 4.5	Program displays day		
8.3.3				3. Enter 3	Program displays updated map with hero moving 1 box up, day number, location and town menu	number, location and town menu	Fail	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				
8.3.4				Run the program				
	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			
				4. Enter W				
				1. Due the second				
	Moving down in the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", S	6 Manual	1. Run the program 2. Enter 2	Program displays updated map with hero moving 1 box down, day number, location and town menu	Program displays "do smth"		Zheng Feng
8.4.2				3. Enter 3			Fail	
				4. Enter S				
				4. Eillei 3				
				Run the program	Program displays updated map with hero moving 1 box down, day number, location and town menu			Zheng Feng
				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	3. Enter 3		number, location and town menu	Fail	
				4. Enter S		menu		
				1. Run the program				
8.4.4	Marrian darre in the man with alternative valid date		l	2. Enter 2	Program displays updated map with hero moving 1 box down, day number, location and town menu	As expected	Pass	Zheng Feng
8.4.4	Moving down in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual	3. Enter 3				
				4. Enter S				
	Moving in the map with invalid data			Run the program	Program displays error message "Invalid option" and ask for input again	Program displays "do smth"		Zheng Feng
8.5.1		Option 1 "New Game", Option 3 "Move", AD	Manual	2. Enter 1			Fail	
0.0.1		Space Fixer Same, Space Since, AB	ividitidal	3. Enter 3				
				4. Enter AD				
	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	D Manual	1. Run the program 2. Enter 2	Program displays error message "Invalid option" and ask for input again	Program displays "do smth"	Fail	Zheng Feng
8.5.2				2. Enter 2 3. Enter 3				
				4. Enter AD				
				4. Enter AD				
				Run the program				
	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	Manual	2. Enter 1	Program displays error message "Invalid option" and ask for input again	Program displays day		Zheng Feng
8.5.3				3. Enter 3		number, location and town menu	Fail	
				4. Enter AD		menu		
				1. Run the program				
0.5.4	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	Manual	2. Enter 2	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				3. Enter 3				
				4. Enter AD				
	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	Manual	Run the program	Program displays error message "Invalid option" and ask for input again	As expected	d Pass	Zheng Feng
8.5.5				2. Enter 1				
				3. Enter 3		·		
				4. Enter AD				
				4. Due the second				
	Moving in the map with alternate invalid data	Option 2 "Resume Game", Option 3 "Move", AD	Manual	1. Run the program 2. Enter 2				
8.5.6				3. Enter 3	Program displays error message "Invalid option" and ask for input again	As expected	Pass	Zheng Feng
				4. Enter AD				
				E.iioi AD				
	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual -	1. Run the program	Program displays error message "You are not allowed to move out of the map" and ask	Program displays "do smth"		
				2. Enter 1	for input again		Fail	l
8.6.1				3. Enter 3				Zheng Feng
				4. Enter W				
				**				
	1			1. Run the program	Program displays error message "You are not allowed to move out of the map" and ask			· · · · · · · · · · · · · · · · · · ·

Test Case	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	Wanda	3. Enter 3		r rogram displays do sinar	i un	Zilelig i elig
				4. Enter W				
				Run the program		Program displays error		
8.6.3	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual	2. Enter 1	Program displays error message "You are not allowed to move out of the map" and ask for input again	message "You are not	Fail	Zheng Feng
0.0.0			Manaa	3. Enter 3		allowed to move out of the map" and displays town menu	, u	Zilelig i elig
				4. Enter W		map and displays town menu		
				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 for input again	message "You are not allowed to move out of the map" and displays town menu	Fail	Zheng Feng
				3. Enter 3				Zhong rong
				4. Enter W				
				Run the program	Program displays error message "You are not allowed to move out of the map" and ask for input again			
8.6.5	Moving out of the map with valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	2. Enter 2		As expected	Pass	Zheng Feng
				3. Enter 3		·		
				4. Enter W				
		Option 2 "Resume Game", Option 3 "Move", W		Run the program	Program displays error message "You are not allowed to move out of the map" and ask for input again	As expected		
8.6.6	Moving out of the map with alternate valid data		Manual	2. Enter 2			Pass	Zheng Feng
				3. Enter 3				
				4. Enter W				
				4.6.1				
	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	As Expected		
9.2				2. Enter 1	again		Pass	Lennon
				3. Enter 12				
				Run the program	Program displays a service White and Outline shows a least 4.0 Heart and 6.5 feets			
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	.0.			
11.1	Display combat menu with valid data	W	Manual	1. Run the program				Zheng Feng
	propriati de la maria de la comparti del la comparti de la compart			2. Enter 2	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu	As Expected		
				3. Enter 3			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,	As Expected		
				3. Enter 3	defence and HP of opponent, combat menu		Pass	
				4. Enter A				
11.3	Display combat menu with valid data	S	Manual	1. Run the program				Zheng Feng
				2. Enter 2	Program displays map, day number with location, encountered opponent, damage,			
				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	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu	As Expected		Zheng Feng
				2. Enter 2			Devis	
				3. Enter 3			Pass	
				4. Enter D				
11.5	Display combat menu with invalid data	AD	Manual	1. Run the program	Program displays error message "You have entered an invalid option. Enter "W", "A", "S" or "D" to move." and ask for input again			Zheng Feng
				2. Enter 2		An Evented	Pass	
				3. Enter 3		As Expected	Pass	
				4. Enter AD				