	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	Service Comments of the Commen	Pass	Lennon	
				1. Run the program 2. Enter 1		Day 7: You are in town. [1] View Character [2] View May [3] Move [3] Move			
5.2	View map from town menu with invalid data	Option 1 "New Game", Option 12	Manual	3. Enter 12	Program displays error message "Unknown Option, please select 1-6." and ask for input again	[4] Mest [5] Save Game [6] Exit Game Enter your option: 12 Unknown option, please select 1-6. Enter your option:	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 1-8." and ask for input again	Day 7: You are in town. [1] View Character [2] View Map [3] Move [4] Rest [5] Save Game [6] Exit Game Enter your option: 12 Unknown option, please select 1-6. Enter your option:	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	Welcome to RatVenture!  [1] New Game [2] Resume [3] Exit Enter choice:	Pass	Lennon	
				Run the program					
7.2	Exit Game from town menu with invalid data	Option 1 "New Game", Option 12	Manual	2. Enter 1 3. Enter 12	Program displays error message *Unknown Option, please select 1-8.* and ask for input again	Day 7: You are in town. [1] View Chanacter [2] View Map [3] Move [4] Rest [5] Save Game [6] Exit Game Enter your option: 12 Unknown option, please select 1-6. Enter your option:	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 lown menu	Program displays "do snith"	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		Your Move: a			
				2. Enter 2 3. Enter 3		H/T			

	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	Day 3: You are in town.	Pass	Zheng Feng	
				Run the program					
8.2.2	Moving right in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", D	Manual	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	
				Run the program     Enter 2		Your Move: d			
8.2.4	Moving right in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", D	Manual	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	
				1. Run the program					
8.3.2	Moving up in the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	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	
				Run the program					
8.3.3	Moving up in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	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	
				Run the program		Your Move: w			
				2. Enter 2		T   H			
8.3.4	Moving up in the map with alternalte valid data	Option 2 'Resume Game', Option 3 'Move', W	Manual	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	Program displays updated map with hero moving 1 box down, day number, location and town menu	Program displays "do smth"	Fail	Zheng Feng	
		anu uata Option 2 Resume Game, Option 3 Move, 8		3. Enter 3 4. Enter S	tuwn menu	гтоуганговраус со энш	1 811		

	Test Case Description	Test Data	Testing Type	Test Steps 1. Run the program	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	2. Enter 2	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												
				3. Enter 3	town mend															
				4. Enter S																
				4.0																
				Run the program		Your Move: s														
				2. Enter 2																
				3. Enter 3		1 '														
8.4.4	Moving down in the map with alternalte valid data	Option 2 'Resume Game', Option 3 'Move', S	Manual	4. Enter S	Program displays updated map with here moving 1 box down, day number, location and town menu		Pass	Zheng Feng												
				Run the program     2. Enter 1					22											
8.5.1	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	Manual	3. Enter 3	Program displays error message "Invalid option" and ask for input again	Program displays "do smth"	Fail	Zheng Feng												
				4. Enter AD				l												
				EII(0) AD																
				Run the program																
				2. Enter 2																
8.5.2	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	Program displays "do smth"	Fail	Zheng Feng												
1				4. Enter AD				I												
				Run the program				1												
		0.0.00		2. Enter 1		Burney Markey description in the control of the con		l _												
8.5.3	Moving in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	Manual	3. Enter 3	Program displays error message "Invalid option" and ask for input again	Program displays day number, location and town menu	Fail	Zheng Feng												
				4. Enter AD				l												
				Run the program				1												
	Mandan to the man with the man to the first to	Option 2 "Desuma Come" 2 2	Married	2. Enter 2	December displays and the Part of the Part	Decree destar des aux 1	F-7													
8.5.4	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	Program displays day number, location and town menu	Fail	Zheng Feng												
1				4. Enter AD																
				1. Run the program																
8.5.5	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	Your Move: ad You have entered an invalid option. Enter "W", "A", "S" or "D" to move.	e. Pass	Zheng Feng												
0.5.5	orning in the map with invalid data	Option 1 "New Game", Option 3 "Move", AD	iviariuai	3. Enter 3	1 Togram displays error message invalid option and ask for input again	Your Move:		∠heng ⊦eng												
				4. Enter AD																
				Run the program		Your Move: ad														
8.5.6	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	Your move: ad  You have entered an invalid option. Enter "W", "A", "S" or "D" to move.	Pass	Zheng Feng												
1				3. Enter 3		Your Move:		, , ,												
<u> </u>				4. Enter AD																
				4. Dun the	Decrease displace areas manager West are and all the second states and all the second states are as a second state of the second states are a second state of the seco															
1				Run the program     Enter 1	Program displays error message "You are not allowed to move out of the map" and ask for input again			l												
8.6.1	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual	2. Enter 1 3. Enter 3	-	Program displays "do smth"	Fail	Zheng Feng												
				4. Enter W				l												
																1. Run the program	Program displays error message "You are not allowed to move out of the map" and ask	sk	1	
1 .				2. Enter 2	for input again															
8.6.2	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	3. Enter 3		Program displays "do smth"	Fail	Zheng Feng												
1				4. Enter W				l												
				1. Run the program																
8.6.3	Moving out of the man with well did not	Option 1 "Now Come" Option 2 "Marce" V	Manual	2. Enter 1	Program displays error message "You are not allowed to move out of the map" and ask	Program displays error message "You are not allowed to move out of the map" and displays	Fail	7hans 5												
0.0.3	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Mailudi	3. Enter 3	for input again	town menu	raii	Zheng Feng												
				4. Enter W				l												
1	Moving out of the map with alternate valid data		Manual	Run the program	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 of the map" and ask town menu	k Program displays error message "You are not allowed to move out of the map" and displays	ays Fail													
8.6.4		Option 2 "Resume Game", Option 3 "Move", W		2. Enter 2				Zheng Feng												
1				3. Enter 3		town menu		1 , ,												
				4. Enter W																
				4.0																
	Moving out of the map with valid data			1. Run the program		Your Move: w														
8.6.5		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 3. Enter 3 4. Enter W  You are not allowed to move out of the map You are not allowed to move out of the map		Pass	Zheng Feng												
		Option 2 Nesume Game, Option 3 Move, 1	мапиан			17855	l													
<u> </u>				4. Enter W																
				4.0																
8.6.6 Movir				1. Run the program	4	Your Move: w														
	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	You are not allowed to move out of the map	Pass	Zheng Feng												
				3. Enter 3 4. Enter W	put ugum			1												
				4. Enter VV																

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10   10   10   10   10   10   10   10	10   10   10   10   10   10   10   10
1.5   2-2	1.1 Bright score mean and set can  A Manual  Proper displays risk for some with business construction species of the construction of the construct
2 Story 2 3. Story 3 11.2 Daylay comban metro with wall data  A Messal  Program displays may day number with blockers, encountered approved, durings, delivers and their of approved, consider encountered approved, durings, daylay comban metro with wall data  4. Story A  11.3 Daylay comban metro with wall data  8 Messal  Program displays may day number with blockers, encountered approved, durings, daylay comban metro with wall data  8 Messal  Program displays may day number with blockers, encountered approved, durings, daylay comban metro with wall data  9 Program displays may day number with blockers, encountered approved, durings, daylay comban metro with wall data  11.3 Daylay comban metro with wall data  8 Messal  Program displays may day number with blockers, encountered approved, durings, data of the day of the daylay comban metro with wall data  Program displays may day number with blockers, encountered approved, durings, data of the day of the daylay comban metro with wall data  11.3 Daylay comban metro with wall data  8 Messal  Program displays may day number with blockers, encountered approved, durings, data of the day of the daylay comban metro with blockers, encountered approved, durings, daylay comban metro with blockers, encountered approved, durings, daylay comban metro with blockers, encountered approved, durings, daylay comban metro with wall data  9 Program displays may day number with blockers, encountered approved, durings, daylay comban metro with blockers, encountered approved, daylay comban metro with blockers, encountered approved, dayl	2 - Circlo 2 3 - Circlo 3 3 - Circlo 3 4 - Circlo 3 4 - Circlo 3 4 - Circlo 3 5 - C
1. Run the program 2. Enter 2 3. Enter 3  Then 3  Display combat menu with valid data  Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu  Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu  The second of the second opponent	1. Run the program 2. Enter 2 3. Enter 3  Program displays map, day number with location, encountered opponent, damage, defence and HP of coopent, combat menu  1.3 Display combat menu with valid data  S Manual  Program displays map, day number with location, encountered opponent, damage, defence and HP of coopent, combat menu  Pages
2. Enter 2 3. Enter 3    T	2. Enter 2 3. Enter 3  11.3 Display combat menu with valid data  S Manual  Program displays map, day number with location, encountered opponent, damage, defence and HP of coopens, combat menu
4. Enter S	Day 3: You are out in the Open

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by	
			8.752	Run the program		Your Move: d		Zheng Feng	
				2. Enter 2		Your move: a		3 . 3	
				3. Enter 3		iti i i i i i			
				J. Litter J		++++++			
						+++++			
						++++++			
						1 1 1 1 1 1 1 1			
						+++++			
					Program displays map, day number with location, encountered opponent, damage,	$\begin{array}{cccccccccccccccccccccccccccccccccccc$			
11.4	Display combat menu with valid data	D	Manual		defence and HP of opponent, combat menu	++++++	Pass		
						Day 4: You are out in the Open			
						Encounter! - Rat			
						Damage: 1-3			
						Defence: 1			
1						HP: 8 1) Attack			
						2) Run			
1				4. Enter D					
				1. Run the program				Zheng Feng	
44.5	Display combat many with invalid dis-	AD	Manual	2. Enter 2	Program displays error message "You have entered an invalid option. Enter "W", "A", "S" or	As Francisco	Pass		
11.5	Display combat menu with invalid data	AD	manual	3. Enter 3	"D" to move." and ask for input again	As Expected	Pass		
1				4. Enter AD					
				1. Run the program				Zheng Feng	
1				2. Enter 2		Enter choice: 3			
12.2	Attack with invalid data	Option 3	Manual	3. Enter 3	Program displays error message "Please enter a valid option." and ask for input again	Please enter a valid option.	Pass		
14.4	Attack with invalid data	Орион 3	manuai	4. Enter D	r regram displays after message in lease enter a valid option. and dSK for input dydlin	Enter choice:	1 000		
				5. Enter 3		•			
				J. LINEI J					
				1. Run the program					
1						Enter choice: 1			
				2. Enter 2		You deal 2 damage to the Rat			
				3. Enter 3		You deal 2 damage to the Rat Ouch! The Rat hit you for 0 damage! You have 15 HP left.			
				4. Enter D					
13.1	Display outdoor menu with valid data	Option 1 "Attack"	Manual		Program displays message "The Rat is Dead. You are Victorious!" and outdoor menu	The Rat is Dead. You are Victorious!	Pass	Zheng Feng	
						1) View Character			
				5. Enter 1		2) View Map			
1						3) Move 4) Exit Game _			
						Enter choice:			
				1. Run the program					
1				2. Enter 2		Fator shalos a			
13.2	Display outdoor menu with invalid data	Option 3	Manual	3. Enter 3	Program displays error message "Please enter a valid option." and ask for input again	Enter choice: 3 Please enter a valid option.	Pass	Zheng Feng	
13.2	Display outdoor mena with invalid data	Option 3	Mallual		Program displays error message. Please enter a valid option. and ask for input again	Enter choice:	Fass	Zilelig Felig	
				4. Enter D 5. Enter 3		eneer enoxeer			
			_	J. Litter 3					
				Run the program				Zheng Feng	
				2. Enter 2		The Hero		ong rong	
				2. Enter 2 3. Enter 3		Damage: 2-4 Defence: 1			
						Defence: 1			
1				4. Enter D		HP: 13			
1				5. Enter 1		Day: 2			
1					Program displays name, damage, defence, hp of character, day number with location,	Day 2: You are out in the Open			
14.1	View character from outdoor menu with valid data	Option 1 "View Character"	Manual		encountered opponent, damage, defence and HP of opponent, combat menu	Encounter! - Rat	Pass		
1						Damage: 1-3 Defence: 1			
				6. Enter 1		Defence: 1			
1				O. CIILEI I		HP: 8 1) Attack			
						1) Attack 2) Run			
						Enter choice:			
						<u>-</u>			
				1. Run the program				Zheng Feng	
	View character from outdoor menu with invalid data Option 5			2. Enter 2		Enter choice: 5			
14.2		Option 5	Option 5 Manual	3. Enter 3	Program displays error message "Unknown Option, please select 1-4." and ask for input	Unknown option, please select 1-4.	Pass		
17.2		Орион э	manuai	4. Enter D	Program displays error message "Unknown Option, please select 1-4." and ask for input again	Enter choice:	1 000		
				5. Enter 1					
				6. Enter 5					
				1. Run the program		Enter choice: 2		Zheng Feng	
1				2. Enter 2		++			
				3. Enter 3		11111   1   1   1			
				4. Enter D		1 1 1 1 1 1 1			
				5. Enter 1		# <del> </del>			

	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	By Z. You are on fin the Open from control - Rot. Dange: 1-3 Deffence: 1 1) Attack 2) Attack 2) Ban Enter choice:	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	Enter choice: 5  Undownon option, please select 1-4. Enter choice:	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 0 5. Enter 1	Program displays map, awaiting for user input to move	Enter choice: 3    T   H	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	Enter choice: 5 Unknown option, please select 1-4. Enter choice:	Pass	Zheng Feng
17.1	Exit game from ouldoor 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	Welcome to RatVenture!  [1] New Game [2] Resume [3] Exit Enter choice:	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	Enter choice: 5 Unknown option, please select 1-4, Enter choice:	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	Enter choice: 2 You run and hide. 1) View Character 2) View Map 3) Nove 4) bit Game Enter choice:	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	Enter choice: 3 Please enter a valid option. Enter choice:	Pass	Zheng Feng