

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