

	Test Scenario - Variable Name	Test Variables	Steps	Expected Outcome
0	User Story: As a player I want the main menu to be shown when the program first runs so that I can make quick operations for the game			
	To test the function display main menu	-	run program	Program displays main menu and 3 options: New Game, Resume, Exit
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	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	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	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	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	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	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	option 2 "View Map"	input 2	Display map
	User tries to choose other options	Option 7	input 7	Display error message "Invalid option"
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	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	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	w, day number, encounter, damage, defence, HP	input W	Program displays map, 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 map, 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 map, 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 map, 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 "You have entered an invalid option. Enter "W", "A", "S" or "D" to move." 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	Option 1 "Attack", damage, defence, HP	input 1	Opponent's HP is decreased
	User tries to input invalid option	Option 3	input 3	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	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	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	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	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	Option 1"View character"	input 1	Program displays name, damage, defence, hp of character, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu
	To test the function outdoor menu	Option 2 "View map"	input 2	Program displays map, 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 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"
14	As a user, I want the View Character option to reflect that he/she is holding the Orb of Power, as well as the new character stats acquired, so that I don't forget			
	To test the function "View character" reflect new values and state the player holding the Orb of Power	Option 1 "View character"	input 1	Program displays name, damage, defence, hp and message "You are holding the Orb of Power"
	User tries to input invalid option	Option 6	input 6	Program displays error message "Invalid option" and ask for input again
15	As a user, I want the character's min and max damage as well as defense stats to increase by 5 when the Orb of Power is found, so that I get rewarded for finding it			
	To test the increase of power and defence after the Orb of Power is found	Option 2 "View Map"	input 2	Program displays message "You found the Orb of Power!", "Your attac increases by 5!" and "You defence increases by 5!".
	User's power and defence not increased	Option 2 "View Map"	input 2	Program will refresh to display updated power and defence
16	As a user, I don't want to deal damage to the Rat King without the Orb of Power, so that I can attack him			
	To test the function of attacking the Rat King without the Orb of Power and the Rat King is immune	Option 1 "Attack", damage, defence, HP	input 1	Program displays damage done to opponent is 0 and message "the Rat King is immune to attacks"
	To test the function of attacking the Rat King without the Orb of Power and the Rat King is not immune	Option 1 "Attack", damage, defence, HP	input 1	Program displays error message
	User tries to input invalid option	Option 3	input 3	Program displays error message "Invalid option" and ask for input again
17	As a user, I want to still be able to engage with the Rat King, even without obtaining the Orb of Power, so it adds realism to the game			
	To test the function of engaging with the Rat King	d, map	input D	Program displays combat menu to face Rat King
	User does not engage with the Rat King	s, map	input S	Program displays updated map with hero moving 1 box up, day number, location and town menu
18	As a user, I want to obtain the orb of power so that I can kill the Rat King.			
	To test the function of obtaining the orb of power	d, map	input D	Program displays message "Encounter! - Rat King" and combat menu
	User does not obtain the orb of power	s, map	input S	Program displays updated map with hero moving 1 box up, day number, location and town menu
19	As a user, I want the town with Orb of Power to be denoted by "T/O", so that I do not miss it			
	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"
20	As a user, I want a new character called "Rat King" so that it can take over the placeholder "K" on the map.			
	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"