	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	Run the program Enter 1 Enter 1 Senter 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:	Zheng Feng
5.1	View map from town menu with valid data	Option 1 "New Game", Option 2 "View Map"	Manual	Run the program Enter 1 3. Enter 2	Program displays map	The state of the s	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	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:	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: 1	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 Rativenture! [1] New Game [2] Resume [3] Exit Enter choice:	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 1-8." 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: 1	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"	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		Your Rove: a	

	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	
				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	
				3. Enter 3 4. Enter S	tuwn menu	· · · · ·			

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by	
	Test date Bescription	Tool Butta	resting type	Run the program	Expedient result	Actual Noodi	T GOOT GII	Done by	
				2. Enter 2	Program displays updated map with hero moving 1 box down, day number, location and				
8.4.3	Moving down in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual	3. Enter 3	town menu	Program displays day number, location and town menu	Fail	Zheng Feng	
				4. Enter S					
				4. Litter 3					
				Run the program		Your Move; s			
				2. Enter 2		Your Move: s			
				3. Enter 3		i i i i i i i			
				J. Litter 3		++++			
						* *			
						i i			
8.4.4	Moving down in the map with alternalte valid data	Option 2 "Resume Game", Option 3 "Move", S	Manual		Program displays updated map with hero moving 1 box down, day number, location and town menu	+++++	Pass	Zheng Feng	
					town menu				
				4. Enter S					
						+++++			
						+++++			
				Run the program					2
8.5.1	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 "do smth"	Fail	Zheng Feng	1
1 3.0	g	, , opiono mora , Ab		3. Enter 3	and a series of the seri				
L				4. Enter AD					
				Run the program					
8.5.2	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 "do smth"	Fail	Zheng Feng	
0.5.2	moving in the map with attendate invalid data	Option 2 Resultie Gattle , Option 3 Move , AD	Mariuai	3. Enter 3	. rogram supraya error message invalid option and ask for input again	r rogram displays do sinui	1 011	Lieng reng	
				4. Enter AD					
				1. Run the program					
8.5.3	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 number, location and town menu	Fail	76000 5000	
0.5.5	Moving in the map with invalid data	Option 1 New Game, Option 3 Move, AD	Mailuai	3. Enter 3	Program displays error message invalid option and ask for input again	Program displays day number, location and town menu	raii	Zheng Feng	
				4. Enter AD					
				1. Run the program					
8.5.4	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	70	
0.5.4	Moving in the map with alternate invalid data	Option 2 Resume Game , Option 3 Move , AD	Mailuai	3. Enter 3	Program displays error message invalid option and ask for input again	Program displays day number, location and town menu	raii	Zheng Feng	
				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.	Pass	76000 5000	
0.5.5	Moving in the map with invalid data	Option 1 New Game, Option 3 Move, AD	Mailuai	3. Enter 3	Program displays error message invalid option and ask for input again	Your Move:	FBSS	Zheng Feng	
				4. Enter AD					
				1. Run the program					
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	Pass	76000 5000	
0.5.0	moving in the map with alternate invalid data	Option 2 Resume dame, Option 3 Move, AD	Manual	3. Enter 3	Program displays enormessage invalid option and ask for input again	You have entered an invalid option. Enter "W", "A", "S" or "D" to move. Your Move: ■	1 000	Zheng Feng	
				4. Enter AD		Tour Tove.			
				1. Run the program	Program displays error message "You are not allowed to move out of the map" and ask				
0.61	Moving out of the man with valid date	Option 1 "New Game" Option 2 "Marce" 144	Manual	2. Enter 1	for input again	Program displays "do emth"	Fail	7hana Ear-	
8.6.1	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	Manual	3. Enter 3		Program displays "do smth"	Fäll	Zheng Feng	
L				4. Enter W					
				1. Run the program	Program displays error message "You are not allowed to move out of the map" and ask				
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 emits"	Fail	Zhone Feer	
0.0.2	orning out or the map with alternate valid data	Option 2 Resume Game, Option 3 MidVer, W	mailudi	3. Enter 3		Program displays "do smth"	1 811	Zheng Feng	
				4. Enter W					
				1. Run the program					
000	Maying out of the man with well date	Ontion 1 "New Came" Cation 2 "Marre" 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	Thomas Torri	
8.6.3	Moving out of the map with valid data	Option 1 "New Game", Option 3 "Move", W	manual	3. Enter 3	for input again	town menu	Fåll	Zheng Feng	
L				4. Enter W					
				1. Run the program					
	Marian and of the many of the second of the	Ontine 2 "Description Comp. I Co	Manual	2. Enter 2	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		
8.6.4	Moving out of the map with alternate valid data	Option 2 "Resume Game", Option 3 "Move", W	manual	3. Enter 3	for input again	town menu	rail	Zheng Feng	
1				4. Enter W					
				1. Run the program					
	Marian and afaba	Ontine 2 "Description Comp. I Co	Mar	2. Enter 2	Program displays error message "You are not allowed to move out of the map" and ask	Your Move: w You are not allowed to move out of the map	Decr		
8.6.5	Moving out of the map with valid data	Option 2 "Resume Game", Option 3 "Move", W	Manual	3. Enter 3	for input again	Tou are not allowed to move out of the map	Pass	Zheng Feng	
1				4. Enter W					
				1. Run the program		Marie Maries II			
1	Marie and Albania and Albania and Albania			2. Enter 2	Program displays error message "You are not allowed to move out of the map" and ask	Your Move: w You are not allowed to move out of the map		l	
8.6.6	Moving out of the map with alternate valid data	Uption ∠ Resume Game", Uption 3 "Move", W	Manual	3. Enter 3	for input again	Too are not allowed to move out or the map	Pass	Zheng Feng	
1				4. Enter W					
L						I .			

	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	Unknown option, please select 1-6. Enter choice:	Pass	Lennon
10.2	Resume game with invalid data	Option 4	Manual	Run the program Option 4	Program displays error message *Unknown Option, please select 1-3.* and ask for input again	Unknown option, please select 1-3. Enter choice: \blacksquare	Pass	Lennon
11.1	Display combat menu with valid data	w	Manual	Run the program Enter 2 Enter 3 Enter 3	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat manu	Vour Nove: W T H	Pass	Zheng Feng
				4. Litter VV				
11.2	Display combat menu with valid data	A	Manual	1. Run the program 2. Enter 2 3. Enter 3	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu	Your House: a T H	Pass	Zheng Feng
11.3	Display combat menu with valid data	s	Manual	1. Run the program 2. Enter 2 3. Enter 3 3. Enter 3 4. Enter S	Program displays map, day number with location, encountered opponent, damage, defence and HP of opponent, combat menu	Vour Nove: s T	Pass	Zheng Feng

	Test Case Description	Test Data	Testing Type	Test Steps	Expected Result	Actual Result	Pass/Fail	Done by	
			8.753	Run the program		Your Move: d		Zheng Feng	
				2. Enter 2		tttttttttt		- 5	
				3. Enter 3		iti i i i i i			
				O. Emor o		· · · · · · · · · · · · · · · · · · ·			
						·			
						1 1 1 1 1 1 1			
						+ 			
						++++++			
11.4	Display combat menu with valid data	D	Manual		Program displays map, day number with location, encountered opponent, damage,		Pass		
11.4	Display Combat mend with valid data	b a	Manual		defence and HP of opponent, combat menu	 	1 855		
						+++++			
						++++++			
						Day 4: You are out in the Open			
						Encounter! - Rat			
						Damage: 1-3			
						Defence: 1			
						HP: 8			
1						1) Attack 2) Run			
				4. Enter D		Z) Kuli			
			_						
				Run the program				Zheng Feng	
1				Run the program Enter 2	Program displays error message "You have entered an invalid option. Enter "W", "A", "S" or				
11.5	Display combat menu with invalid data	AD	Manual	2. Enter 2 3. Enter 3	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		
1				3. Enter 3 4. Enter AD	a to the second of the second				
<u> </u>				4. Enter AU					
				4 B - 4				7	
1				Run the program		Fator de la constant		Zheng Feng	
		0-1: -		2. Enter 2		Enter choice: 3 Please enter a valid option.			
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. Enter choice: ■	Pass		
				4. Enter D		their choice.			
				5. Enter 3					
1				Run the program		Enter choice: 1			
				2. Enter 2					
				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		You have 15 HP left.			
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	
13.1	Display outdoor mend with valid data	Option 1 Attack	Maridai		Program displays message. The reacts bead. Too are victorious: and outdoor mend		1 455	Zieng reng	
				5. Enter 1		1) View Character 2) View Map			
				J. Litter 1		3) Move 4) Exit Game			
						4) Exit Game Enter choice:			
						arter diotte.			
				Run the program					
				2. Enter 2		Enter choice: 3			
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	Please enter a_valid option.	Pass	Zheng Feng	
				4. Enter D		Enter choice:			
				5. Enter 3					
				1. Run the program				Zheng Feng	
				2. Enter 2		The Hero			
1				3. Enter 3		Damage: 2-4 Defence: 1			
				4. Enter D		HP: 13			
				5. Enter 1		Day: 2			
14.1	View character from outdoor menu with valid data	Option 1 "View Character"	Manual		Program displays name, damage, defence, hp of character, day number with location,	Day 2: You are out in the Open Encounter! - Rat	Pass		
1	Market Company				encountered opponent, damage, defence and HP of opponent, combat menu	Damage: 1-3			
						Damage: 1-3 Defence: 1			
				6. Enter 1		HP: 8			
1						1) Attack			
						2) Run			
						Enter choice:			
<u> </u>			-						
				1 Dumah.				Thoma Conn	
1				Run the program				Zheng Feng	
				2. Enter 2		Enter choice: 5			
14.2	View character from outdoor menu with invalid data	Option 5	Manual	3. Enter 3	Program displays error message "Unknown Option, please select 1-4." and ask for input again	Unknown option, please select 1-4.	Pass		
1				4. Enter D	aydiii	Enter choice:			
				5. Enter 1					
				6. Enter 5					
1				Run the program		Enter choice: 2		Zheng Feng	
				2. Enter 2		++++++			
				3. Enter 3		[T]H] [[] [] [
				4. Enter D		1 1 1 1 1 1 1			
				5. Enter 1		·			

	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	Day 2: You are out in the Open forcounter! - Rat Danger: 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	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 thereone grain, please select 1-4. Enter choice:	Pass	Zheng Feng
16.1	Move from outdoor menu	Option 3 "Move"	Manual	1. Run the program 2. Entler 2 3. Entler 3 4. Entler 0 5. Entler 1	Program displays map, swalling 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 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	Welcome to MatVenture! [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: 8	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) Hove 4) Exit 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