

Test Case	Expected Result	Result	Notes
User runs the game.	GUI is displayed, user has 100.0 health, 0 streetCred and workCred, is "Healthy" (does not have Lyme Disease), and is not performing a quest.	PASS	
User can select a quest at all times.	Quest is selected.	PASS	
User can select a store at any times.	Store is selected.	PASS	
User tries to select an item at any time.	Item is selected.	PASS	
User tries to perform a Ranger Quest while no Task (quest or tick search) is being performed.	Ranger Quest is started, and "Time remaining to complete task" is set to some value.	PASS	
User tries to perform a Fishing Quest while no Task is being performed and has the required workCred to perform the quest.	Fishing Quest is started, workCred is deducted from player, and "Time remaining to complete task" is set to some value.	PASS	
User tries to perform a Fishing Quest while no Task is being performed but does not have the required workCred to perform the quest.	Message is displayed telling the user needs to complete the current Task first.	PASS	
User tries to perform any quest while a Task is being performed.	Message is displayed telling the user needs to complete the current Task first.	PASS	
User tries to perform a tick search while no Task is being performed and user has no tick tests.	Tick search is started, and "Time remaining to complete task" is set to some value.	PASS	
User tried to perform a tick search while no Task is being performed and user has a tick test.	Improved tick search is started, "Time remaining to complete task" is set to some value and user's number of tick tests is decremented.	PASS	
User tries to perform a tick search while a Task is being performed.	Message is displayed telling the user needs to complete the current Task first.	PASS	
"Time remaining to complete task" decrements over time if not zero.	"Time remaining to complete task" decreases by 1 every 1/2 second.	PASS	
"Time remaining to complete task" decrements to zero.	Results of the quest that was being performed is applied, and user is no longer "performing a Task" (thus can do other actions).	PASS	

User tries to go to a store while a Task is being performed.	Message is displayed telling the user needs to complete the current Task first.	PASS	
User tries to go to "Cheap Local Store" while no Task is being performed.	User goes to "Cheap local store" and items being able to be purchases are displayed.	PASS	
User tries to go to "Expensive Across Border Store" while no Task is being performed but does not have enough currency to access the store.	Message displayed telling the user the cost of accessing this store.	PAS	
User tries to go to "Big Expensive Foreign Store" while no Task is being performed and	User goes to "Big Expensive Foreign Store", items available to purchase are displayed, and access cost of the store is deducted from the player.	PASS	
User enters keyboard input while not at a store.	Nothing happens.	PASS	
User enters invalid keyboard input while at a store.	Nothing happens.	PASS	
User enters valid keyboard input while at a store but does not have enough currency to purchase item.	Message is displayed to user telling them that they do not have enough currency to purchase that item.	PASS	
User enters valid keyboard input while at a store, but the associated item is not unlocked.	Message displayed to user informing them that the item is not available for purchase	PASS	
User enters correct keyboard input while at a store, has enough currency to purchase it and the item is unlocked.	Currency is deducted from user and item is added to inventory.	PASS	
User purchases an item that makes another item available.	Message displayed to user advising them of which item was unlocked at the store.	FAIL	Feature not implemented
User tries to use an item and has that item in their inventory.	Item is consumed, effects are applied to user, and the user now has 1 less of that item.	PASS	
User tries to use an item but does not have that item in their inventory.	Message is displayed to user informing them that they do not have that time to use	PASS	
StreetCred increments over time.	StreetCred increases by 1 every (1/2) seconds.	PASS	
Tick becomes fully engorged or is noticed on user (while not performing a task).	User loses 10 health and is potentially infected. This is notified to the user. Tick is removed.	PASS	

User is infected and time passes.	Every (1/2) second the user's health is decreased and the infection stage is increased.	PASS	
User reaches 100,000 WorkCred	User wins the game and a message is displayed telling them they happily died of old age, and the time that game was running. New game starts.	FAIL	Game ends but display of running time not yet implemented
User reaches 0 health.	Message telling user that they lost the game is displayed. New game starts.	PASS	