

| 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 | |

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| 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 | |

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| 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 | |

Previous tests are not broken.

| Test Case | Expected Result | Result | Notes |
|---|--|--------|-------|
| User tries to go to "Witch's Hut" while no Task is being performed. | User goes to "Witch's Hut" and items available to be purchased are displayed. | PASS | |
| User tries to go to "Witch's Hut" while a Task is being performed. | User is not allowed, and a dialog should appear. | PASS | |
| Brew a potion without potion book | Dialog telling the user they can't | PASS | |
| Brew a potion with potion book and without ingredients | Print out dialog telling the user they don't have the ingredients | PASS | |
| Brew a potion with the ingredients | Should decrement ingredients and take time to brew, then add new potion to inventory | PASS | |
| Brew a potion during another task. | Should not allow you until task is over | PASS | |