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| 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. |  |  |
| User can select a quest at all times. | Quest is selected. | PASS | None |
| User can select a store at any times. | Store is selected. | PASS | None |
| User tries to select an item at any time. | Item is selected. | PASS | None |
| 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. |  |  |
| 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. |  |  |
| 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. |  |  |
| 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. |  |  |
| 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. |  |  |
| 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. |  |  |
| 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. |  |  |
| “Time remaining to complete task” decrements over time if not zero. | “Time remaining to complete task” decreases by 1 every (1/2?) seconds. |  |  |
| “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). |  |  |
| 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. |  |  |
| 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. |  |  |
| User tries to go to “Big Expensive Foreign 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. |  |  |
| 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. |  |  |
| User enters keyboard input while not at a store. | Nothing happens. |  |  |
| User enters invalid keyboard input while at a store. | Nothing happens. |  |  |
| 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. |  |  |
| User enters valid keyboard input while at a store, but the associated item is not unlocked. | Message displayed to user giving the requirements to unlock the item. |  |  |
| 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. |  |  |
| User purchases an item that makes another item available. | Message displayed to user advising them of which item was unlocked at the store. |  |  |
| 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. |  |  |
| User tries to use an item but does not have that item in their inventory. | Message is displayed to user telling them they need to purchase that item first. |  |  |
| StreetCred increments over time. | StreetCred increases by 1 every (1/2?) seconds. | PASS | None |
| 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. |  |  |
| User is infected and time passes. | Every (1/2?) second the user’s health is decreased and the infection stage is increased. |  |  |
| User reaches 100,000 WorkCred | User wins the game and a message is displayed telling them they happily dies of old age, and the time that game was running. Game terminates. |  |  |
| User reaches 0 health. | Message telling user that they won the game is displayed. Game terminates. |  |  |

CHANGE NAME OF TICK TEST

INFECTION STAGE – HEALTHY (0) /EARLY LYME DISEASE (0.1) / LYME DISEASE (0.2) / ACUTE LYME DISEASE (0.3)