

DOCUMENTO DI SYSTEM TEST

USER STORY 1

As a player I want to start a game so that I can play

Description:

The player, launched the application, must enter his name and then choose between 2 options:

- **"new game"** to start a new game.
- **"load game"** to resume a previously saved game. The player will continue from where he saved.

ACCEPTANCE CRITERIA	OK/KO
Show the main screen and ask the player's name	OK
After the player enters the name ask to enter the command "new game" or "load game"	OK
After receiving the "new game" command, the game starts and displays the first room	OK
After receiving the "load game" command, display the game at the point where it was saved	OK
Show an error message if the command entered is not among those possible	OK
Show an error message if the player wants to load a saved game, but no saved game exists with this player name	OK
Show an error message if there isn't connection	OK

USER STORY 2

As a player I want to move around the map so that I can explore rooms

Description:

The player can enter one of the following commands:

- **"go"**: Lists the rooms/directions the player can move to. At this point, one of the following commands must be entered again.
- **"go <room>" / "go <direction>"**: The player moves to the specified room/direction. If the room is locked or inaccessible, a failure message is displayed.
- **"go back"**: The player moves back to the previous room. This command is not available as the first movement command.

<room>: hall, studio, kitchen, lab, dungeons.

<direction>: north, south, east, west.

ACCEPTANCE CRITERIA	OK/KO
If the player enters the "go" command, all the rooms/directions in which he can move are shown	OK
If the player enters the command "go <room>" / "go <direction>", the player moves in the requested room/direction and the requested room is shown	OK
If the player enters the command "go back", the player moves to the room he came from and that room is shown	OK
Show an error message if the command entered is not among those possible	OK
Show an error message if the player uses the "go back" command first	OK
Show an operation failure message if the player wants to go to a locked room/direction or a non-existent room/direction	OK

USER STORY 3

As a player I want to interact with items so that I can get extra information about them

Description:

The command **"interact <item>"** allows the player to obtain more information about the specified item, which must be in the same room. For some items, using the "interact" command will reveal another item contained within it. Only after using "interact" can the following command be entered:

- **"use <item>"**: The player can use an item from their inventory with the item they initially interacted with. Following this command, some items may no longer be available.

ACCEPTANCE CRITERIA	OK/KO
If the player enters the command "interact <item>", show the description of the item and for specific items make visible the item contained	OK
If the player enters the command "interact <item>" and after the command "use <item>", it shows a message if the command was successful and unlocked something	OK
Show an error message if the command entered is not among those possible	OK
Show an error message if the item the player wants to interact with does not exist or is not in the room the player is in	OK
Show an error message if the player uses the wrong item and cause the player to lose life points in specific cases	OK
Show an error message if the player wants to use an item that is not in his inventory	OK
Show an error message if the player enters the "use <item>" command without first entering the "interact <item>" command	OK

USER STORY 4

As a player I want to look around so that I can see the items in the room

Description:

With the command **"look around"**, the game generates a list of all the items the player can interact with in the current room. The player can interact with all listed items, but only some of them can be collected.

ACCEPTANCE CRITERIA	OK/KO
If the player enters the "look around" command, it shows the list of items in the room, some are not visible at the beginning and will be unlocked later	OK
Show an error message if the command entered is not among those possible	OK

USER STORY 5

As a player I want to see the status so that I can get extra information about myself

Description:

With the command **"status"**, the player can view his life points and the items currently in his inventory. The inventory can hold a maximum of 2 items. To collect items, the player uses the **"pick"** command, and to remove items and leave them in the current room, the player uses the **"drop"** command.

ACCEPTANCE CRITERIA	OK/KO
If the player enters the "status" command, it shows the life points and the list of items in the player's inventory, which can contain a maximum of two items	OK
If the player enters the command "pick<item>", show a message saying that the item has been picked	OK

If the player enters the command "drop<item>", show a message saying that the item has been dropped	OK
Show an error message if the player enters the command "drop <item>" and the item is not in his inventory	OK
Show an error message if the player enters the command "pick <item>" and the item cannot be picked	OK
Show an error message if the command entered is not among those possible	OK
Show an error message if the player wants to pick an item, but his inventory is already full	OK

USER STORY 6

As a player I want to win

Description:

The goal of the game is to escape from the castle in which you are trapped. To achieve this, the player must unlock hidden rooms using items scattered throughout the map. After winning, the player can enter either **"exit"** or **"restart"** command.

ACCEPTANCE CRITERIA	OK/KO
If the player wins, an image is displayed and a message is shown	OK
If the player enters the "exit" command the game ends, the window closes	OK
If the player enters the "restart" command a new game begins	OK
Show an error message if the command entered is not among those possible	OK

USER STORY 7

As a player I want to save, quit or restart the game

Description:

The player can exit the game or save progress using one of the following commands:

- **"exit"**: the game asks if the player wants to save or exit without saving through one of these two commands:
 - **"exit"**: the game ends, and no progress is saved.
 - **"save"**: the game ends, but game progress is saved to the cloud.
- **"restart"**: the game ends without saving and a new game is started.
- **"save"**: progress is saved to the cloud. Upon the next login, the player will have the possibility to load the previously saved game.

ACCEPTANCE CRITERIA	OK/KO
If the player enters the "exit" command, ask whether to save the game or exit without saving	OK
If the player enters the "exit" command after entering the "exit" command, the game ends, the window closes and no progress is saved	OK
If the player enters the "save" command after entering the "exit" command, the game is saved in its current state and the window closes	OK
If the player enters the "restart" command, the game ends without saving and a new game begins	OK
If the player enters the "save" command the game is saved in its current state	OK
Show an error message if there isn't connection	OK
Show an error message if the command entered is not among those possible	OK