***2.1. Test Case [ID from Sec. 1.3]***

<Provide enough ***detail*** on the steps and sub-steps for the tester to perform the task.

Include any data entry limitations – i.e. only numeric, required decimal places, et al

Remember the tester often ***knows nothing about the system*** other than what you provide for the test. Make sure you give the tester ***sufficient*** instructions.>

|  |  |
| --- | --- |
| **Steps** | **Sub-Steps** |
| 1 Test ability to defeat the Ender Dragon | |  | | --- | | 1.1 Get advancement “The End?” | | 1.2 Destroy End crystals until no more exist | | 1.3 Deal damage to the Ender Dragon until its HP is 0  1.4 Get advancement “The End.” | |  | |
| 2 Test ability to defeat the Wither | |  | | --- | | 2.1 Contruct a Wither using soul sand (4) and wither skulls (3)  2.2 Get the advancement “Withering Heights” | | 2.3 Deal damage to the Wither until its HP is 0 | | 2.4 Collect the Wither star | |  | |

**Test Completion Indicator:** [i.e., “Student Data Submitted Successfully.” – Addition of student record has been stored in database.]

Step 1: Successful

Step 2: Unsuccessful (Player’s HP reached 0 before the Wither’s HP reached 0)

**Evaluation Process:** [i.e., Open student record to ensure all fields entered were saved.]

Visit Advancement tab and verify that