# Class ItemControl

## Function calcLore

This function must calculate the player’s ability to identify a magical item.

The inputs are:

The character’s Lore skill

The character’s Intelligence ability

A random number 1-20

The output to return is an integer that the calcLore function will then use to see if an item is identified.

If the character’s Intelligence score is below 9, the character cannot read and thus any Lore check will fail with a score of -1.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **calcLore Test Matrix** | | | | | | | |
| **Test Cases** | | | | | | | |
| **Valid Input** | **Invalid Input** | **Boundaries** | | | | | |
| **Inputs** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Lore | 6 | 6 | 4 | 24 | 10 | 10 | 10 | 10 |
| Intelligence | 12 | 8 | 10 | 10 | 10 | 22 | 10 | 10 |
| Random 1-20 | 6 | 10 | 10 | 10 | 10 | 10 | 1 | 20 |
| **Outputs** |  | | | | | | | |
| identifyScore | 13 | -1 | 14 | 34 | 20 | 26 | 11 | 30 |
| Test Case |  | Invalid INT | Low Lore | High Lore | Low Int | High Int | Low Rnd | High Rnd |

d20 = rnd() \* 20 + 1

identifyScore = Character.skills[3] + ((Character.abilities[4] – 10) / 2) + d20

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **calcLore Test Matrix** | | | | | | | |
| **Test Cases** | | | | | | | |
| **Valid Input** | **Invalid Input** | **Boundaries** | | | | | |
| **Inputs** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Lore | 6 | 6 | 4 | 24 | 10 | 10 | 10 | 10 |
| Intelligence | 12 | 8 | 10 | 10 | 10 | 22 | 10 | 10 |
| Random 1-20 | 6 | 10 | 10 | 10 | 10 | 10 | 1 | 20 |
| **Outputs** |  | | | | | | | |
| identifyScore | 13 | -1 | 14 | 34 | 20 | 26 | 11 | 30 |
| Test Case |  | Invalid INT | Low Lore | High Lore | Low Int | High Int | Low Rnd | High Rnd |