# Testing Plan

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| Test Validator | | | | |
| Function | Input | Excepted Output | Actual Output | Pass/Fail |
| is\_not\_abc() | asdas | False | False | Pass |
| is\_not\_abc() | 12aasdv | True | True | Pass |
| is\_not\_accepted(1-10) | 1-10 | False | False | Pass |
| is\_not\_accepted(1-10) | 20 - 60 | True | True | Pass |
| is\_not\_number() | Asdsdfgweq | True | True | Pass |
| is\_not\_number() | 1 | False | False | Pass |

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| Test User Interface | | | | | | |
| Function | Input | Excepted Output | Actual Output | Pass/Fail | | |
| UI.options("1-3", 1, 3) | 1 | 1 | 1 | Pass | | |
| UI.ask("test") | | | Hello | Hello | Hello | Pass |
| UI.fight\_options() | A | a | a | Pass | | |

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| Test Saving | | | | |
| Function | Input | Excepted Output | Actual Output | Pass/Fail |
| save\_info.write() | Play obj, file\_name | True | True | Pass |
| save\_info.read() | Play obj, file\_name | Play obj | Play obj | Pass |

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| Test Player | | | | |
| Function | Input | Excepted Output | Actual Output | Pass/Fail |
| test\_gen\_stats() | Npc() | Name != None | Name != None | Pass |
| test\_attack\_value() | Npc() | Play obj | Play obj | Pass |
| test\_pain() | Npc() | Int | Int | Pass |
| test\_fight() | Npc() , Npc() | Highest HP wins | Highest HP wins | Pass |
| test\_test\_drop\_item() | Call method | Object | Object | Pass |

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| Test Monster | | | | |
| Function | Input | Excepted Output | Actual Output | Pass/Fail |
| test\_stats() | Monster() | Name != None | Name != None | Pass |
| test\_fight() | Monster () , Monster () | Highest HP wins | Highest HP wins | Pass |

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| Test Player | | | | |  |  |  |
| Function | Input | Excepted Output | Actual Output | Pass/Fail |  |  |  |
| test\_gen\_player() | Player(“bob”).name | Bob | bob | Pass |  |  |  |
| test\_have\_stats() | player.attack | 1-30 | 1-30 | Pass |  |  |  |
| test\_fight() | Player(),Player() | Highest HP wins | Highest HP wins | Pass |  |  |  |
| test\_equip\_potions() | Health | 60 | 60 | Pass |  |  |  |
| test\_equip\_weapons() | attack | 60 | 60 | Pass |  |  |  |
| test\_equip\_armour() | defense | 60 | 60 | Pass |  |  |  |