Test Plan - Dungeon Dudes

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Automated Test Cases

Automated tests may be executed with `python -m unittest`, which runs all unit tests for this program. Unit testing primarily contains automated testing of the methods for the classes used in the program.

Common Test Cases

Prerequisites: dungeon_dudes/ directory does not already exist.

TC1: Installation

1. `git clone` git@git.umbc.tc:tdqc/tdqc12/ercreek/dungeon_dudes.git

2. `cd dungeon_dudes`

Expected: dungeon_dudes/ directory is created.

TC2: Correct branch

1. git branch

Expected: main is default branch.

Common Gameplay Cases

Prerequisites: In the project's directory.

TC3: Item Pickup

1. Run program

2. Explore and Attack monsters until an item drops

3. Use Loot command to pickup item

4. Use Inventory command to display loot and descriptions

TC4: Item Use

1. Run program

2. Explore and Attack monsters until an Attack Potion drops

3. Use Loot command to pickup item

4. Use Inventory in combat and select "yes" to use potion

Expected: Additional die added on next attack roll and item removed from inventory.

TC5: Death Print

1. Run program

2. Explore and Attack monsters player dies

Expected: Player's inventory prints out upon death.

TC6: Keyboard Interrupts

1. Run program

2. Enter Ctrl + D or Ctrl + C at various prompts

Expected: Program prompts the user for confirmation that they'd like to quit and exits upon second interrupt.

TC7: Running Away

1. Run program

2. Explore until combat is entered

3. Use the Run Away option

Expected: Program removes user from combat and allows them to use non-combat options until they explore again.