Documented Test Cases For Console Project

INTRO:

User input for names and array representation is sanitized and filled to display properly on the console with the default size window

~Ex player array rep version has spaces added until it is five characters long

Game will repeat question until user gives proper input

~Further instruction is given in case they are confused.

Starting Weapons

~All weapons are confirmed to be assigned to player and work properly

Player does not need to type a name

~Instead, the game will assign them one if they don’t type one

~The game will comment on this too

OVERWORLD:

Player and Enemies may not go out of bounds

~Game checks this for both player and enemies

~When enemies move, if any attempt to go out of bounds, they try a different direction

Enemies pause if you are one tile away

~Tested for every direction (up, down, left, right)

If Multiple enemies surround you

~The game will ask you if you want to battle the enemy located first in the array, then it will ask for the second, etc

If Player and Enemy end up in the same location in the array

~Player will be forced to battle that enemy without consent

~All enemies are sent to a corner when defeated, so no loop or annoying rematches

BATTLE:

In battle, defense outweighs offense attack

~Game does not heal defense, rather no damage is taken

Random Numbers

~Numbers are properly generated from 1-100.

Weapon Dulling

~Weapons will only dull to a maximum of 50% original strength

~prevents worthless weapons from forming in long battles

WINNING:

~When all enemies are Defeated, win condition is properly triggered

GENERAL:

All inputs have been tested and are confirmed to work properly