

TEST PLAN / LOG

Test Number	Date	Test Description	Test Results	Pass / Fail
0001a	22/11/2022	Module Main Line 54: test input accepts 's','S','Q','q'	Inputs accepted	PASS
0001b	22/11/2022	Module Main Line 54: test input does not accept anything other than 's','S','Q','q'	Input checked for invalid characters, Input is not accepted as a valid input	PASS
	22/11/2022			
0002a	22/11/2022	Line 60: test player stats are randomized after every new game and that those stats are outputted	Player stats are outputted and are randomized after every new game	PASS
	22/11/2022			
0003a	22/11/2022	Module Characters Line 9: test self.name accepts "Steve"	self.name set to "Steve" successfully	PASS
0003b	22/11/2022	Module Characters Line 9: test self.name does not accept 78654387	self.name should be STRING should not accept INT	FAIL
	22/11/2022			
0004a	22/11/2022	Module Characters test all classes randomize the stats Coins, Defense,Attack,Health	The stats Coins, Defense,Attack,Health are randomized	PASS
	22/11/2022			
0005a	22/11/2022	Module Text Adventure Line 42: test Choice accepts "y","Y","n","N"	Choice accepts "y","Y","n","N"	PASS
0005b	22/11/2022	Module Text Adventure Line 42: test Choice does not accept anything other than 'y','Y','n','N'	Choice checked for invalid characters, Choice is not accepted as a valid input	PASS
0006a	22/11/2022	Module Text Adventure Line 76: test Direction accepts "e","E","n","N","s","S","w","W","q","Q"	Direction accepts "e","E","n","N","s","S","w","W","q","Q"	PASS
0006b	22/11/2022	Module Text Adventure Line 76: test Direction does not accept anything other than "e","E","n","N","s","S","w","W","q","Q"	Direction checked for invalid characters, Direction is not accepted as a valid input	PASS
0007a	22/11/2022	Module Text Adventure Function indepthExplore(): test indepth explore randomly outputs a preset event for the player and runs a corresponding function	indepthExplore() runs the correct functions all of which have an equal chance of running	PASS

		0008a	22/11/2022	Module Text Adventure Function Chest(): randomly chooses between an armour or weapon chest and then randomly chooses based on a weighted probability which item to give the player and updates the players inventory accordingly	Chest() performs its intended purpose with no bugs or errors	PASS	
		0009a	22/11/2022	Module Text Adventure Line 214: Test the encounter ends when the player health reaches 0, or enemy health reaches 0, or the player succesfully runs away	Line 214 while corectly ends when the conditions are met however when the player succesfully runs away, the fight continues on for an extra turn	SEMI - PASS	
		0010a	22/11/2022	Module Text Adventure Line 230: Test if user_input accepts the valid inputs	user_input accepts the valid inputs	PASS	
		0010b	22/11/2022	Module Text Adventure Line 230: Test if user_input accepts the invalid inputs	user_input does accept the invalid inputs as the fight continues but the player performs no action	FAIL	
		0011a	22/11/2022	Module Text Adventure Line 265: Test if NPC randomly chooses fight choice based on a weighted probability	NPC correctly chooses a random fight option based on random probability	PASS	