**Test Plan Page \_\_\_\_ of \_\_\_\_**

**Program ID:\_\_\_\_\_\_\_\_\_\_\_\_\_ Version Number \_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Tester: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date Designed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date Conducted: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Results: Passed Open items:**

**Test ID: \_\_\_\_\_\_\_\_\_\_ Requirement addressed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Objective: Test the functionality of the Game’s condition**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Test cases**

**Interface ID Data Field Value Entered**

1.\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_Can Hostiles Die\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_yes\_\_\_\_

2.\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_Can Player Die\_\_\_\_\_\_\_ \_\_\_\_\_\_ yes \_\_\_\_\_\_\_\_\_\_

3.\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_Can Currency be collected\_\_\_\_ \_\_\_\_\_\_ yes \_\_\_\_\_\_\_\_\_\_

4.\_\_\_\_\_\_\_ \_\_\_\_\_Is Player able to Upgrade Stats\_\_\_\_ \_\_\_\_\_\_ yes \_\_\_\_\_\_\_\_\_\_

5.\_\_\_\_\_\_\_ \_\_\_\_\_Do hostiles chase player\_\_\_\_\_ \_\_\_\_\_\_\_ Sort of\_\_\_\_\_\_

6.\_\_\_\_\_\_\_ \_\_\_\_Do hostiles attack player\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_ yes \_\_\_\_\_\_\_\_

**Script**

All value entered from data fields be answered as YES

**Expected Results/Notes**

Hostiles have tendency to roam around and not notice player so player has to chase hostile across map to fight.

**Actual Results/Notes**