Test Cases

CASE 1

Code output:

*What is your name?*

Whatever the user input will outputted like so.

Numbers and empty strings will be allowed to allow user creativity

Output:

*===========================================================*

*| Welcome, user input! |*

*===========================================================*

CASE 2.1

Code Output:

*1) Start a New Game*

*2) View top 10 High Scores*

*3) Quit*

*Please choose an option:*

Entering anything other that 1-3 (even strings) will result in the message

*Error invalid input. Try again.*

Followed by outputting the options again.

CASE 2.2

Code Output:

*1) Start a New Game*

*2) View top 10 High Scores*

*3) Quit*

*Please choose an option:*

Entering 1 will result in the output

*Entering the Game...*

*You have:*

*Intelligence: 7*

*Time: 40*

*Money: $12.00*

Starting the game and showing the current player stats

CASE 2.3

Code Output:

*1) Start a New Game*

*2) View top 10 High Scores*

*3) Quit*

*Please choose an option:*

Entering 2 will result in the output of the top 10 or the current top scores if less than 10.

The program shall note that if there are less than 10 scores by outputting

*-no more scores to show-*

CASE 2.4

Code Output:

*1) Start a New Game*

*2) View top 10 High Scores*

*3) Quit*

*Please choose an option:*

Entering 3 will result in the game ending.

CASE 3.1