Coffee Maker Quest

Austin Choi, Charlotte Chen

CS 1632 – DELIVERABLE 1: Test Plan and Traceability

—TEST CASES—

IDENTIFIER: 1

TEST CASE: Ensure that the directional commands ‘N’ and ‘S’ cause the player to move in their respective directions, regardless of case.

PRE-CONDITIONS: Player starts in small room

INPUT VALUES: N, S, n, s

EXECUTION STEPS: Enter upper-case N, upper-case S, lower-case n, lower-case s

OUTPUT VALUES: nil, nil, nil, nil

POST-CONDITIONS: Player is back in small room

—TRACEABILITY MATRIX—

FUN-ITERATION:

FUN-UNKNOWN-COMMAND:

FUN-INPUT-CAPS:

FUN-MOVE:

FUN-WIN:

FUN-LOSE:

FUN-INVENTORY:

FUN-LOOK:

FUN-HELP:

FUN-UNIQ-ROOM:

FUN-UNIQ-ROOM-FURNISHING:

— DEFECT 1 —

DESCRIPTION: Lowercase n is not a valid command

SUMMARY: When lowercase n is input, the program responds with ‘What?’ instead of moving the player north. This behavior conflicts with the requirement FUN-INPUT-CAPS.

REPRODUCTION STEPS: Input n and hit enter

EXPECTED BEHAVIOR: Player will move north into a new room.

OBSERVED BEHAVIOR: Program does not recognize command. Player remains in the same room.

— DEFECT 2 —

DESCRIPTION: Neither ‘H’ nor ‘h’ are valid commands.

SUMMARY: When the user input “H” or “h”, the program responds with “What?” instead of showing the user a help page consisting the list of possible commands and their effects.

REPRODUCTION STEPS: User input “H” or “h” and hit enter.

EXPECTED BEHAVIOR: Program should show a list of possible commands and their effects.

OBSERVED BEHAVIOR: Program does not recognize command and displays “What?”. Player remains in the same room.

— DEFECT 3 —

DESCRIPTION: User exits with error code “Exiting with error code 0”

SUMMARY: When the user wins the game, upon showing the user “you win!” the program always displays afterward: “Exiting with error code 0”

REPRODUCTION STEPS: After user collected all 3 items, he/she types “D” and hit enter

EXPECTED BEHAVIOR: Program should display “You drink the beverage and are ready to study!”, “You win!”, and automatically exit the program.

OBSERVED BEHAVIOR: Program displays “You drink the beverage and are ready to study!” and “You win!”, but it also displays “Exiting with error code 0” before quitting the program.