Coffee Maker Quest

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CS 1632 – DELIVERABLE 1: Test Plan and Traceability

—Introduction Here—

—TEST CASES—

Identifier:

Test Case:

Pre-conditions:

Input Values:

Execution Steps:

Output Values:

Post-conditions:

—TRACEABILITY MATRIX—

— 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.

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.