

## Test cases

These are some of my written test cases:

### Title: **Test login with correct credentials**

Description: Check if the login works when a person uses a correct user/pass to enter the game

Steps to reproduce:

1. Go to [www.Questmaster.com/login](http://www.Questmaster.com/login)
2. Add a correct user/pass
3. Press Login button

Expected result : User will be able to login

Test data: User: Max & Pass:123456

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### Title: **Search for an item in the inventory**

Description: Search for an item and after that use the delete function in the search bar to delete the item from the inventory.

Steps to reproduce:

1. Go to <http://www.Questmaster.com/login>
2. Use credentials to login
3. Press “I” button to open inventory menu
4. Click on the search bar
5. Search for the item
6. Click on item
7. Click on “Delete”
8. Click on “Yes” when the delete interrogation appears

Expected result: User will be able to find the searched item in the game and delete the item from the inventory for him.

Test data: For search: Goat Cheese

User: Max & Pass:56789

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## Gherkin Test Case Example

**Title : As a user I want to craft a potion that increases my stamina permanently**

**Preconditions :**

User has to be logged in

The user has to have the next potion requirements : 2 x Grumpy Beets , 1 x Glass Bottle and 3 x Enchanted Blue Leaves

The user has to be near a cauldron

**Given** the user already possesses the necessary ingredients

**When** the user uses the cauldron and adds the ingredients to their specific socket

**Then** the potion will be created and automatically added to the user's inventory

**Expected results :**

**G :** the user successfully grabs the necessary ingredients

**W:** The user successfully opens the brewing menu of the cauldron and selects each ingredient to their respective socket

**T:** The potion will be successfully created and automatically added to the user's inventory for later consumption

The potion does not fail in the brewing process

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