Text Adventure Game – Sprint 1 – QA Planning

**Assumptions Before Starting Plan:**

* Prior to initiating testing, we do have access to the source code for the adventure game program. Therefore, we will be preparing test plans around black-box and white-box testing.

State 0: Initializing Game

* Test to see if the program runs

State 1: Main Room

* Test to see if room description is given
* Test to see if the player can move North
  + Move to State 2
* Test to see if the player can move South
  + Move to State 3
* Test to see if the player can move East
  + Move to State 4
* Test to see if the player can move West
  + Move to State 5

State 2: Northern Area

* Test to see if room description is given
* Test to see if the player can move South
  + Move to State 1

State 3: Southern Area

* Test to see if room description is given
* Test to see if the player can move North
  + Move to State 1

State 4: Eastern Area

* Test to see if room description is given
* Test to see if the player can move West
  + Move to State 1

State 5: Western Area

* Test to see if room description is given
* Test to see if the player can move East
  + Move to State 1