

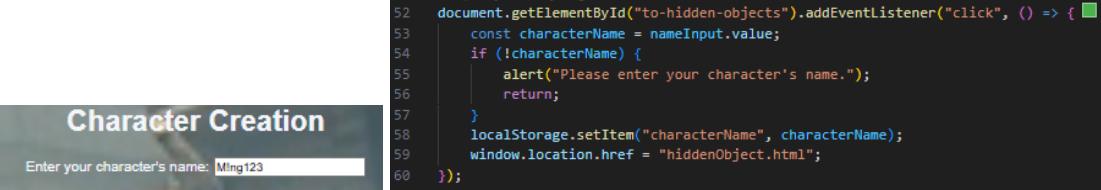
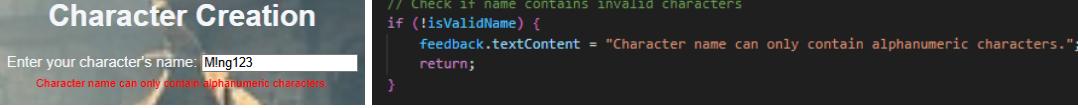
Testing - DnD Game Project

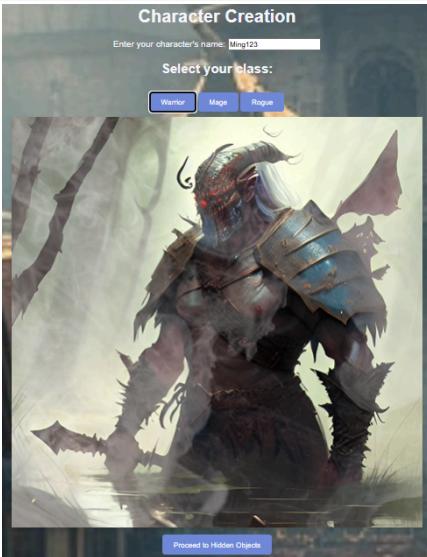
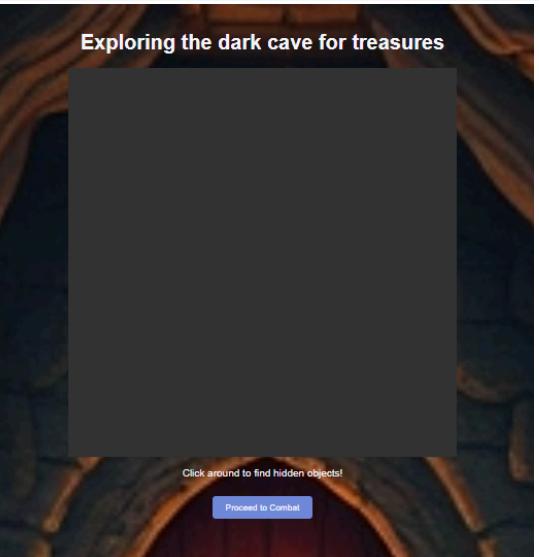
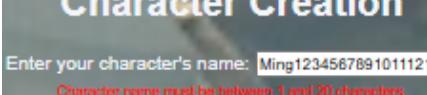
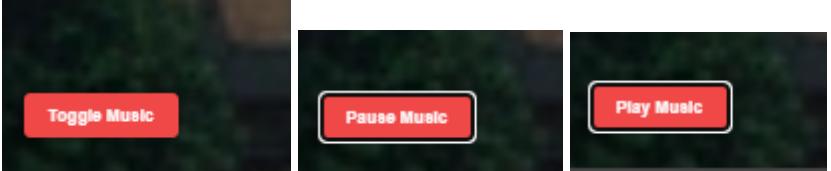
Test No.	Test Name	Description	Test type	Data	Expected outcome	Actual outcome	Action taken /Fixes made
1	Character creation	Landing page	Normal	None	The character creation landing page displays the background image, user input for name, class selection button, toggle music button, and button to go to the next page.	Pass	None needed
2A	Character creation	Does not accept special characters	Abnormal	M!ng123	User is advised that special characters are not accepted	Fail	Program code to be amended to validate that special characters will not be accepted and error message advising the user.
2B	Character creation	Does not accept special characters	Abnormal	M!ng123	User is advised that only alphanumeric characters are accepted	Pass	None needed
3	Character creation	Accepts alphanumeric characters only	Normal	Ming123	User successfully submits their character name and proceed to next stage	Pass	None needed
4	Character creation	The name input cannot be blank	Abnormal	NA	User is advised that the character name is required to proceed ahead	Pass	None needed
5	Character creation	The name input must be between 1 and 20 characters	Extreme	Ming1234 56789101 11213	User is advised that the character name must be within range of 1 - 20 characters long	Pass	None needed
6	Music toggle button	User is able to toggle the music on and off	Normal	Click event	Toggle music is shown when the page is loaded, when the user clicks the red button, it changes between Play/Pause music and the music starts and stop accordingly.	Pass	None needed
7	HiddenObject	Landing page	Normal	NA	The hidden object landing page displays the background image, alongside a dark game area to search for hidden items button, toggle music button and button to go to the next page.	Pass	None needed
8	HiddenObject	Searching for items by clicking on the game area	Normal	Click event	When user clicks on the game area, a green highlighter appears around that area, if an item is within that space, user is advised they found such item	Pass	None needed
9	HiddenObject	Clicking on the same area which previously contain an item	Normal	Click event	That item should no longer be available and the user is advised that nothing is there	Pass	None needed
10	HiddenObject	Highlight does not work outside of the game area	Normal	Click event	The user shouldn't see any highlight effect outside of the dark game area	Pass	None needed

11	HiddenObject	Highlighter will disappear after 1.5 seconds	Normal	Click event	User can search around the game area and see where they have previously clicked on but this will only last for 1.5 seconds before disappearing in turn	Pass	None needed
12	HiddenObject	User proceeds to next page	Normal	Button event	User clicks on proceed to combat button and is successfully taken to the next page	Pass	None needed
13	Combat (Dungeon boss)	Landing page loads successfully	Normal	NA	The combat landing page displays the user's character name, their class, along with their class animation, roll dice button, current health display and the dungeon monster's image in the background.	Pass	None needed
14	Combat (Dungeon boss)	Roll dice button	Normal	Button event	After rolling the dice, your power level will be randomly generated from a 20-sided die and your class ability will appear	Pass	None needed
15	Combat (Dungeon boss)	Selecting an ability to attack the dungeon boss	Normal	Button event	Selecting Backstab will update the combat log to remind the user which ability they have chosen then the attack button will appear	Pass	None needed
16A	Combat (Dungeon boss)	Attacking the boss	Normal	Button event	Upon attacking the boss, the combat log will update with the amount of damage dealt between both parties, the bonus from items and potions used if applicable	Fail	Combat log is displaying in the correct format but inventory item is not being integrated. Ensure items in inventory is being used in the damage calculation
16B	Combat (Dungeon boss)	Attacking the boss	Normal	Button event	Combat log needs to show +1 bonus for each non-potion item found, in addition, user will heal 5 health for each potion found in the dark caves	Fail	MongoDB database is running fine and items are being updated to the database but it is not being used when the damage function is applied.
16C	Combat (Dungeon boss)	Combat mechanics for inventory items	Normal	Button event	Combat log needs to show +1 bonus for each non-potion item found, in addition, user will heal 5 health for each potion found in the dark caves	Pass	None needed
17	Combat (Dungeon boss)	Player health bar	Normal	Button event	Player health bar will flash red when receiving damage	Pass	None needed
18	Combat (Dungeon boss)	Dungeon boss health bar	Normal	Button event	Dungeon boss health bar will flash red when receiving damage	Pass	None needed
19	Combat (Dungeon boss)	Player health bar	Normal	Button event	Player health reaches zero and is notified that they have been defeated, a restart button appears	Pass	None needed
20	Combat (Dungeon boss)	Dungeon boss health bar	Normal	Button event	Dungeon boss health reaches zero and is notified that they have been defeated, a restart button appears	Pass	None needed

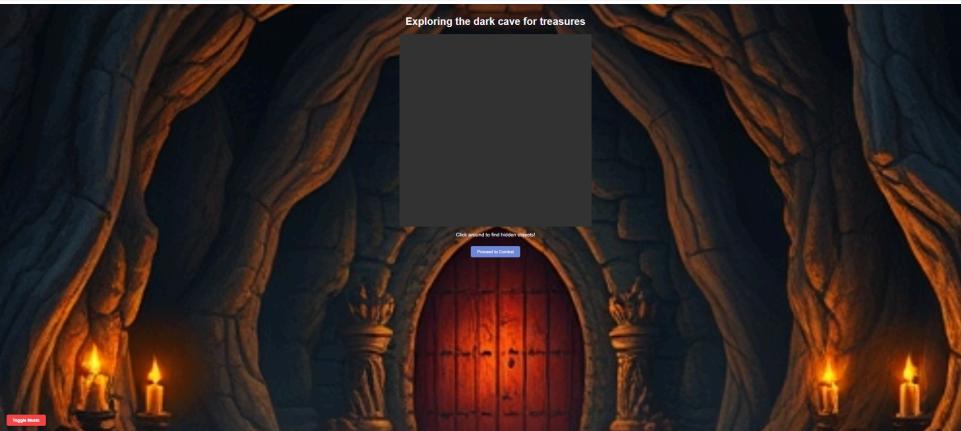
21	Combat (Dungeon boss)	Restart button	Normal	Button event	Clicking on the restart battle button will take you back to the roll dice button and start the combat phase from scratch.	Pass	None needed
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Screenshot Evidence (if applicable)

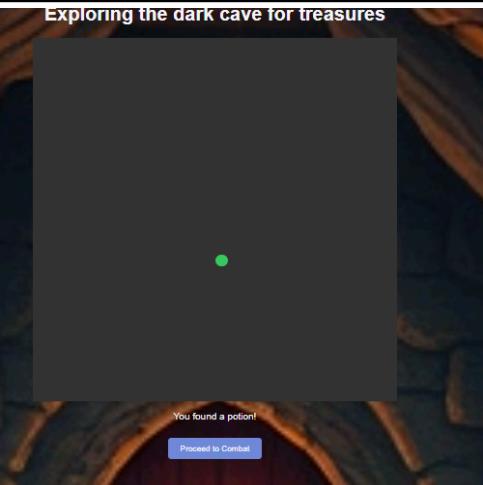
Test No	Screenshot
1	
2A	 <pre> 52 document.getElementById("to-hidden-objects").addEventListener("click", () => { 53 const characterName = nameInput.value; 54 if (!characterName) { 55 alert("Please enter your character's name."); 56 return; 57 } 58 localStorage.setItem("characterName", characterName); 59 window.location.href = "hiddenObject.html"; 60 }); </pre>
2B	 <pre> // Check if name contains invalid characters if (!isValidName) { feedback.textContent = "Character name can only contain alphanumeric characters."; return; } </pre>

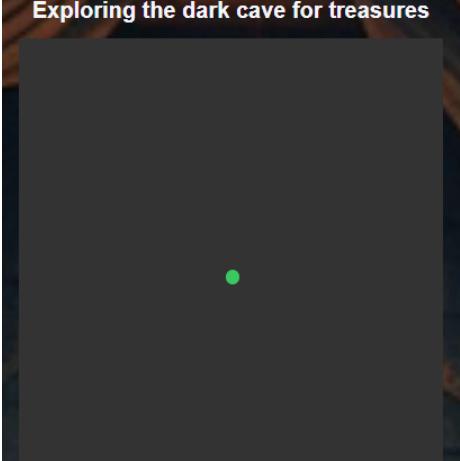
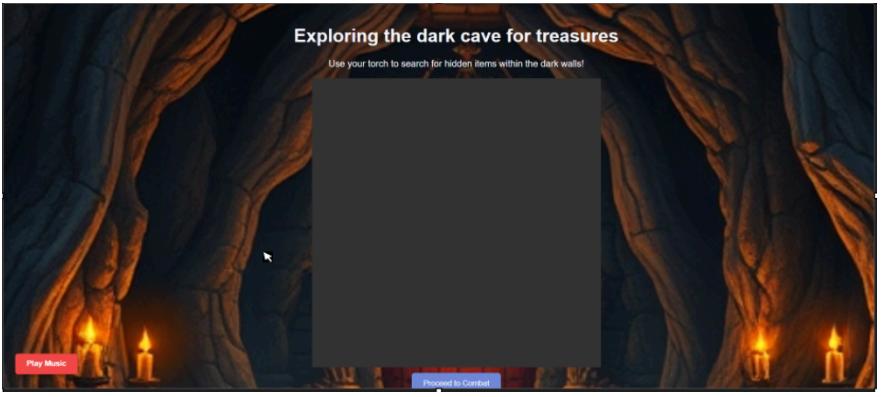
3	 <p>Character Creation</p> <p>Enter your character's name: Ming123</p> <p>Select your class:</p> <p>Warrior Mage Rogue</p> <p>Proceed to Hidden Objects</p>	 <p>Exploring the dark cave for treasures</p> <p>Click around to find hidden objects!</p> <p>Proceed to Combat</p>
4	 <p>Character Creation</p> <p>Enter your character's name: Name</p> <p>Character name is required</p>	<pre>// Check if name is empty if (!characterName) { feedback.textContent = "Character name is required."; return; }</pre>
5	 <p>Character Creation</p> <p>Enter your character's name: Ming12345678910111213</p> <p>Character name must be between 1 and 20 characters.</p>	<pre>// Check length constraints if (characterName.length < 1 characterName.length > 20) { feedback.textContent = "Character name must be between 1 and 20 characters."; return; }</pre>
6	 <p>Toggle Music</p> <p>Pause Music</p> <p>Play Music</p>	

7

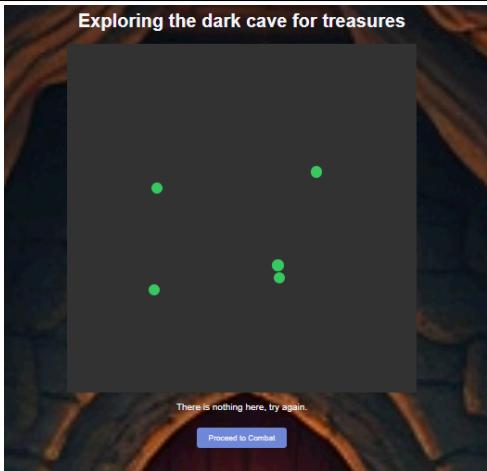


8



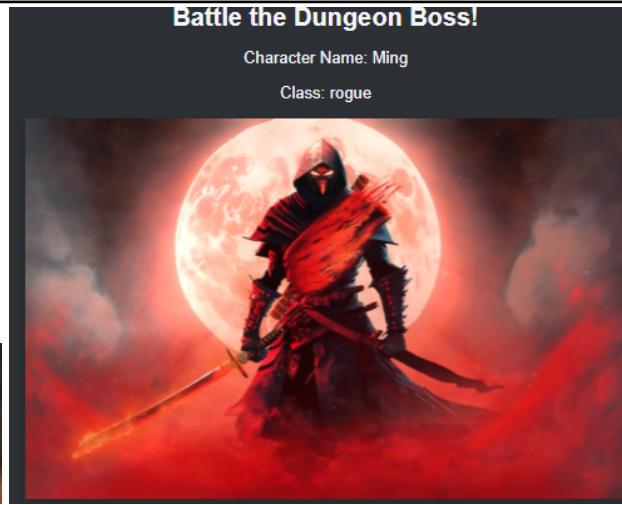
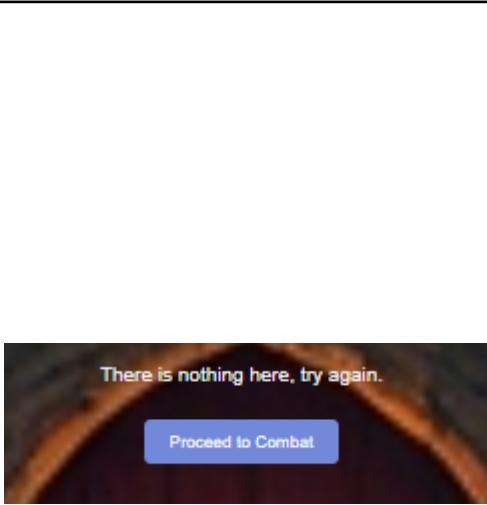
9	<p>Exploring the dark cave for treasures</p>  <p>There is nothing here, try again.</p> <p>Proceed to Combat</p>
10	<p>Exploring the dark cave for treasures</p>  <p>Use your torch to search for hidden items within the dark walls!</p> <p>Play Music</p> <p>Proceed to Combat</p>

11



```
// Remove highlight after a short delay
setTimeout(() => {
  highlight.remove();
}, 1500); // 1.5 second delay
```

12



13

Battle the Dungeon Boss!

Character Name: Ming
Class: rogue



Roll Dice

Player Health: 100
Boss Health: 100

[Toggle Music](#)



14

Roll Dice

Player Health: 100
Boss Health: 100

You rolled a 16! Power level: 16

Player Health: 100
Boss Health: 100

Backstab Sneak Attack Poison Dart

15

You rolled a 16! Power level: 16

Player Health: 100
Boss Health: 100

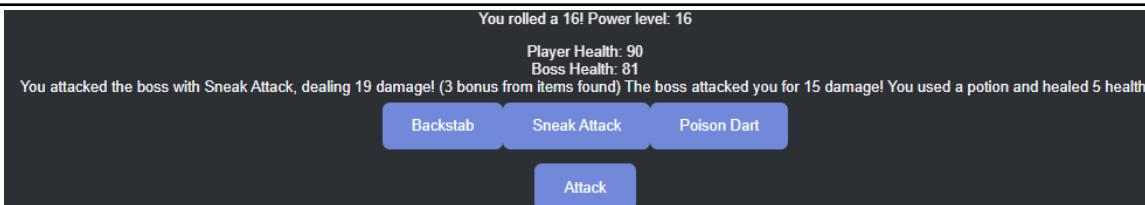
You selected Backstab. Ready to attack!

Backstab Sneak Attack Poison Dart

Attack

16A	<p>You rolled a 16! Power level: 16</p> <p>Player Health: 79 Boss Health: 76</p> <p>You attacked the boss with Backstab, dealing 24 damage! (0 bonus from items found) The boss attacked you for 21 damage!</p> <p>Backstab Sneak Attack Poison Dart</p> <p>Attack</p>
16B	<p>You rolled a 15! Power level: 15</p> <p>Player Health: 86 Boss Health: 77</p> <p>You attacked the boss with Backstab, dealing 23 damage! (0 bonus from items found) The boss attacked you for 14 damage!</p> <p>Backstab Sneak Attack Poison Dart</p> <p>Attack</p> <p>PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS AZURE CODE REFERENCE LOG</p> <pre> } Updating existing inventory for: Player1 Saved inventory: { _id: new ObjectId('6751cf6e079191d1a70b5a2'), itemName: 'Player1', items: ['potion', 'dagger', 'bow', 'potion', 'claymore'], __v: 7 } Received POST request to /inventory Request body: { itemName: 'Player1', items: ['dagger', 'potion', 'bow', 'potion', 'sword', 'claymore'] } Updating existing inventory for: Player1 Saved inventory: { _id: new ObjectId('6751cf6e079191d1a70b5a2'), itemName: 'Player1', items: ['dagger', 'potion', 'bow', 'potion', 'sword', 'claymore'], __v: 8 } // Handle inventory of items found in hiddenObject browser Complexity is 8 It's time to do something... async function loadInventory() { █ const characterName = state.character.name; // Use character name to fetch inventory try { const response = await fetch(`http://localhost:3000/inventory/\${characterName}`); // Check if the response is successful if (!response.ok) throw new Error("Failed to fetch inventory"); // Parse the JSON data from the response const data = await response.json(); // Check for the 'success' field to handle the response correctly if (!data.success) throw new Error(data.message); // Save the inventory to the state (ensure the items array exists) state.inventory = data.inventory.items []; console.log("Loaded inventory:", state.inventory); } catch (err) { console.error("Error loading inventory:", err); state.inventory = []; // Fallback to an empty inventory } } </pre>

16C



```
Server running on http://localhost:3000
Connected to MongoDB!
Received POST request to /inventory
Request body: {
  itemName: 'Player1',
  items: [ 'potion', 'dagger', 'bow', 'potion', 'claymore' ]
}
Updating existing inventory for: Player1
Saved inventory: {
  _id: new ObjectId('6751c1f6e079191d1a70b5a2'),
  itemName: 'Player1',
  items: [ 'potion', 'dagger', 'bow', 'potion', 'claymore' ],
  __v: 37
}
```

```
// Handle inventory of items found in hiddenObject browser
Complexity is 8 it's time to do something...
async function loadInventory() {
  try {
    const response = await fetch ("http://localhost:3000/inventory/Player1");

    // Check if the response is successful
    if (!response.ok) throw new Error("Failed to fetch inventory");

    // Parse the JSON data from the response
    const data = await response.json();

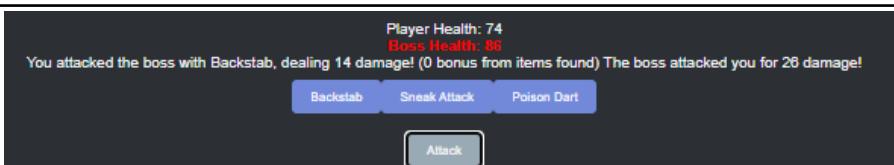
    // Check for the 'success' field to handle the response correctly
    if (!data.success) throw new Error(data.message);

    // Save the inventory to the state (ensure the items array exists)
    state.inventory = data.inventory.items || [];
    console.log("Loaded inventory:", state.inventory);
  } catch (err) {
    console.error("Error loading inventory:", err);
    state.inventory = []; // Fallback to an empty inventory
  }
}
```

17



18



19	<p>You rolled a 5! Power level: 5 Player Health: 0 Boss Health: 36</p> <p>You attacked the boss with Backstab, dealing 8 damage! (3 bonus from items found) The boss attacked you for 15 damage! You were defeated!</p> <p>Backstab Sneak Attack Poison Dart</p> <p>Restart Battle</p>
20	<p>You rolled a 12! Power level: 12 Player Health: 29 Boss Health: 0</p> <p>You attacked the boss with Backstab, dealing 15 damage! (3 bonus from items found) You defeated the boss!</p> <p>Backstab Sneak Attack Poison Dart</p> <p>Restart Battle</p>
21	<p>Restart Battle</p> <p>Roll Dice</p> <p>You rolled a 12! Power level: 12 Player Health: 100 Boss Health: 100</p>