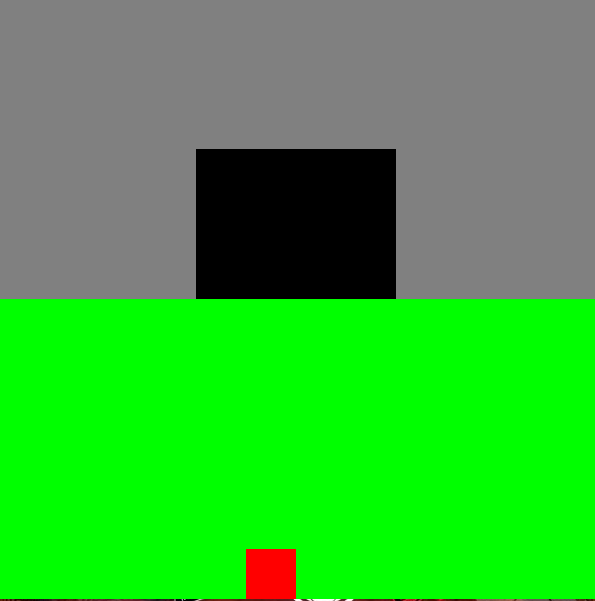
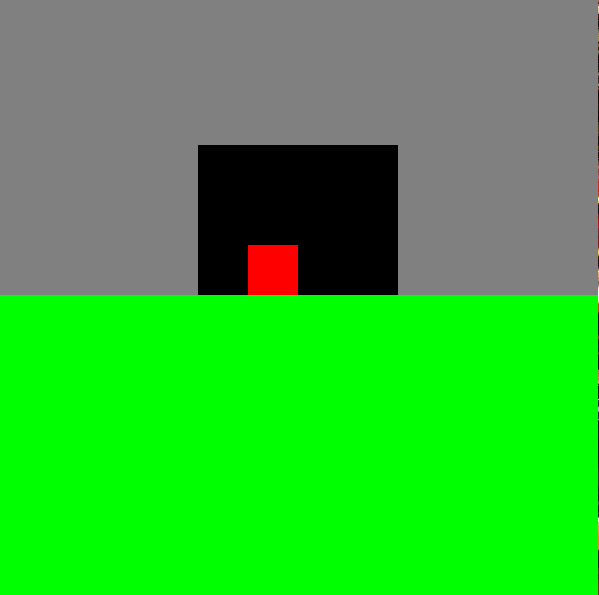
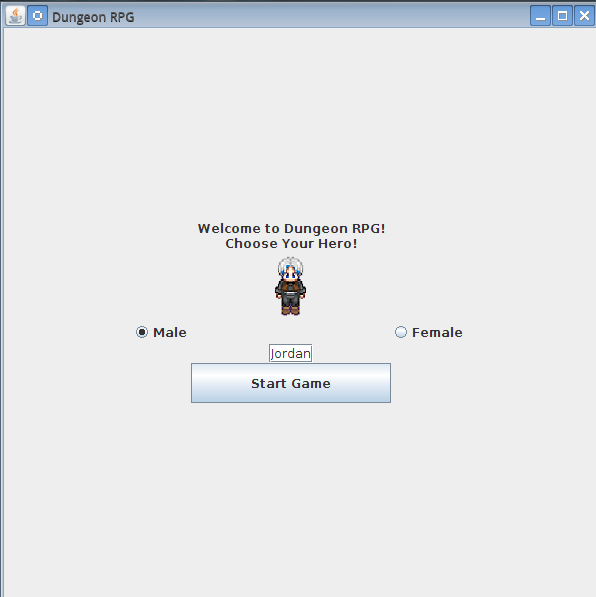
**Dungeon-RPG Test Plan**

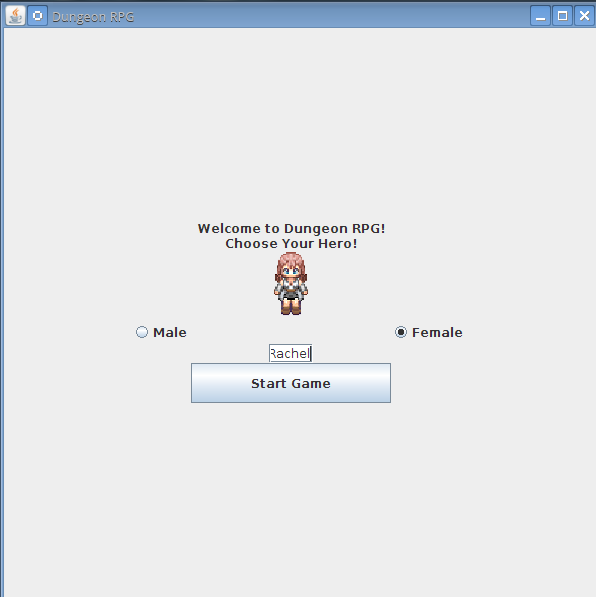
1. The initial start up is the entrance to the cave.
2. The red square is the Hero and he/she can move around the grass and into the cave entrance, but should not be able to move onto the rock parts of the cave(gray area).
3. Use the arrow keys to move around and press “Esc” to exit the game.

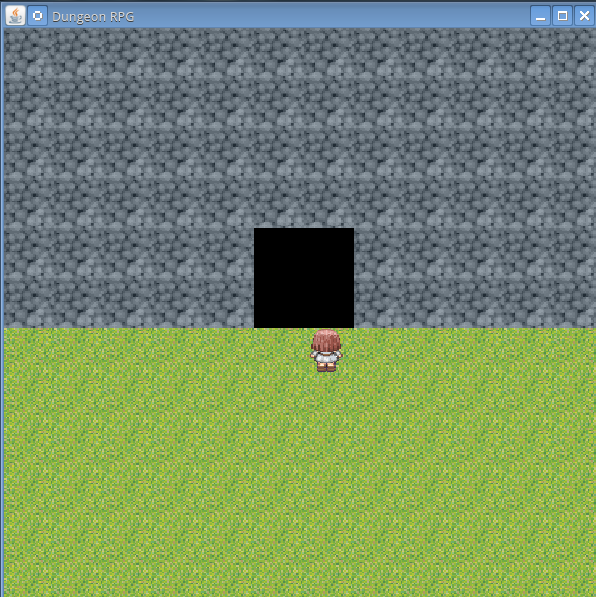




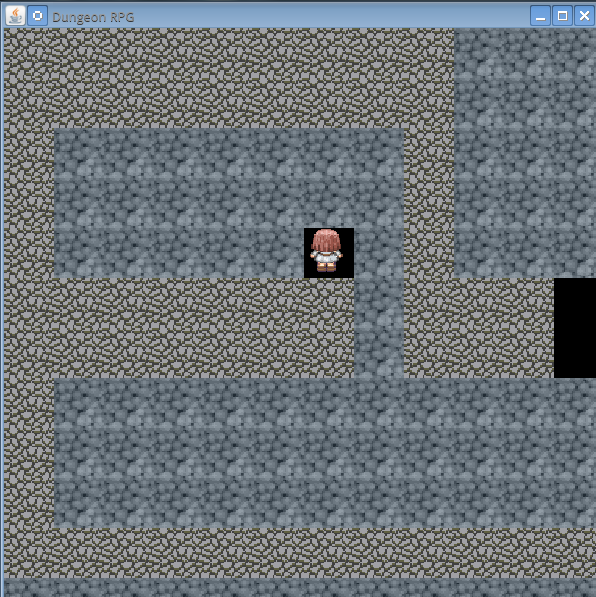


Here you should be able to choose name and gender. If you click male/female, the image will reflect the change.

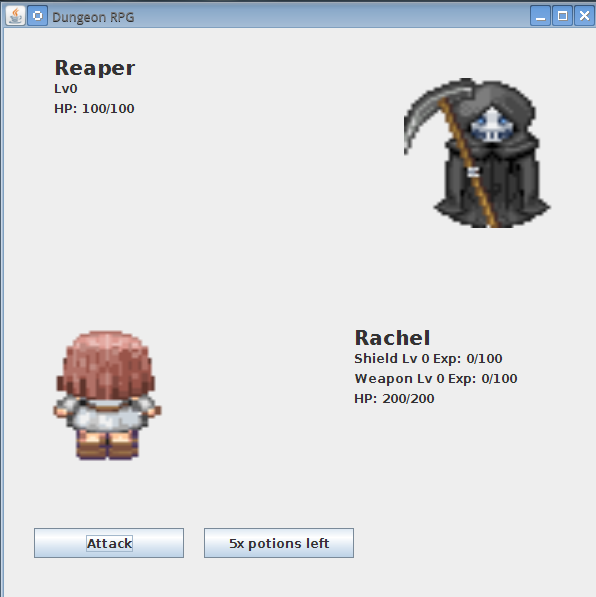




To enter the next map, enter the top right square of the black region.

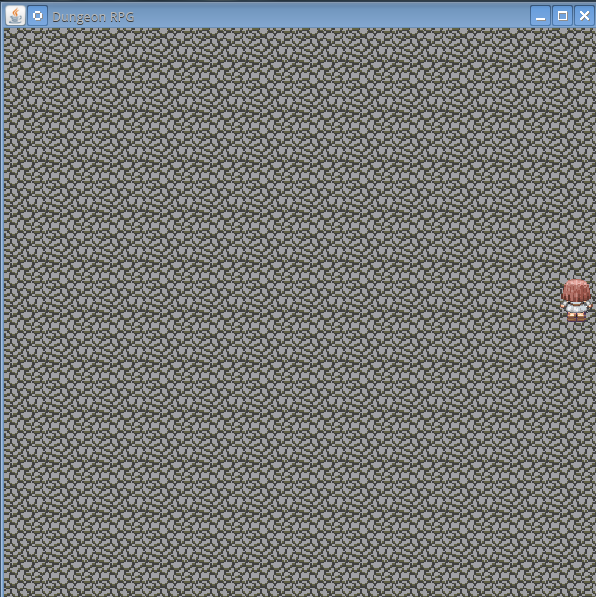


In this map, if you run around, you will encounter monsters (roughly 10% chance for each step taken)

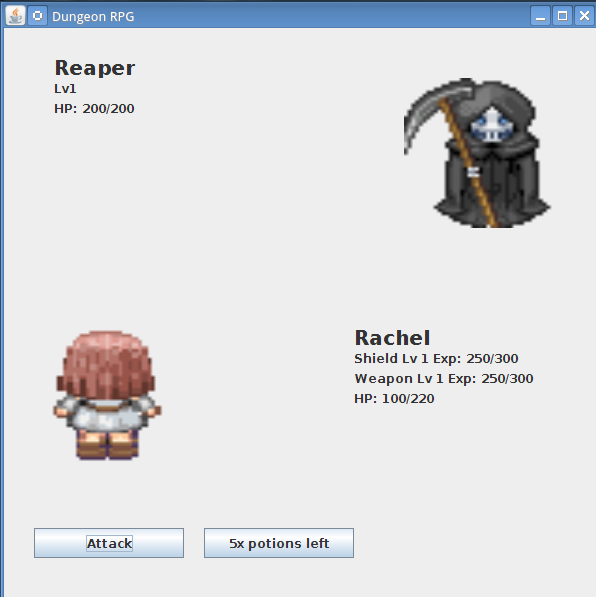


Each attack or potion you use, the monster will attack once. This is the battle screen. After each battle, your shield and weapon increases in experience.

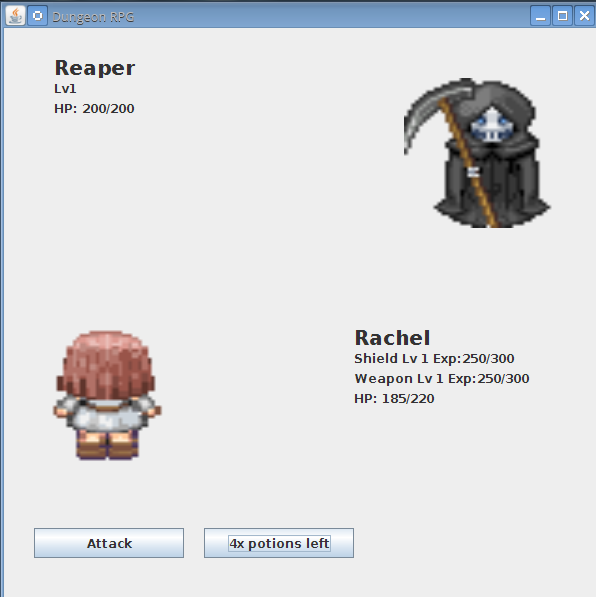
After entering into another battle, you should notice the shield and weapon experience going up.



Above, is the next map. Monsters are higher level, stronger, and give more experience points.



Notice that because I killed a few monsters in the previous map, my shield and weapon leveled up, which caused my maximum hp to raise (shield), and now if you attack, you will notice that you also do more damage (weapon). Also, the required exp for both items are now higher.



After using a potion, the potion count show lower by 1, and your hp should replenish.