A diagram of states and transitions for testing a video game

| | Тest |  | Т1 | Т2 | Т3 | Т4 | Т5 | Т6 | Т7 | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | condition1 | Will you go to right? | + | + | + | - | - | - | - | | condition2 | Did you answer 1st Dragon Riddle? | + | \_ | - |  | + | - | - | | condition3 | Did you answer 2nd Dragon Riddle? |  | + | - |  |  | + | - | | condition4 | Did you answer the riddle of the Witch? |  |  |  | + | - | - | - | |  | Result | Exit | Exit | they ate you | Exit | Exit | Exit | they ate you | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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