Option 3: Play Maze Game

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| Test Case # | Test Case Name | Test Case Description | Test Data | Expected Outcome | Actual Outcome | Failing/Passing |
| 1 | Test wrong input option | Entering input that is not from the MAIN MENU | Test Value 1: “5”  Test Value 2: “a”  Test Value 3:”!” | Output 1:  “Invalid option”  Output 2:  “Invalid option”  Output 3:  “Invalid option” |  | Failing |
| 2 | Test correct input option | Enter input that is from the MAINMENU | Test Value: “1”  Test Value:”2”  Test Value:”3” | Output 1:  Read and Load from file  Output 2:  View Maze  Output 3:  Play Maze game |  | Passing |
| 3 | Test wall blockage | After user enter option3, this is to test what happen if there is a wall in front of it | Test value1: “a”  Test value 2:  ”w”  Test value 3:  “d” | Output 1:  “Sorry, Wall Ahead. Please try another path”  Output 2:  “Sorry, Wall Ahead. Please try another path”  Output 3:  “Sorry, Wall Ahead. Please try another path” |  | Failing |
| 4 | Test Invalid character | After user enter option 3, this is to test what happen if user enter option that is not from the given choice | Test value: “q” | Output: “Invalid Movement, try again!” |  | Failing |
| 5 | Test movement and output of W,A,S,D | After user enter option 3, this is to test what output it will give when user use W,A,S,D, M from point A to B  (layout may change base on game) | Test Value1: “s”  Test Value2:  ”a”  Test Value: “s”  Test Value:  “a”  Test Value: “w”  Test Value: “d”  Test Value: “m” | Output 1: “DOWN successfully, press”  Output Value: “LEFT successfully, press”  Output Value: “DOWN successfully, press”  Output Value:  “LEFT successfully, press”  Output Value:  “UP successfully, press”  Output Value:  “RIGHT successfully, press”  Output Value: “Return to Menu” |  | Passing |
| 6 | Test Out of Zone | This is to test whether object A can walk out of maze | Test Value: “s” | Output Value: “Oops! Out of Zone” |  | Failing |