**Test Plan for CARE Game**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Case No. | Purpose | Test Data | Expected Result | Actual Result |
| 1 | Enter champion in team within budget | Enter Flimsi | Flimsi in Team, treasury = 800 |  |
| 2 | Enter champion in team outside budget | Enter Argon (treasury = 800) | Argon not in Team, treasury = 800, error message for insufficient funds |  |
| 3 | Attempt to enter non-existent champion | Enter Gandalf | Gandalf not in Team, treasury unchanged, error message for champion not found |  |
| 4 | Meet challenge with suitable champion | Challenge 1 with Flimsi | Challenge won, treasury = 900 (assuming Flimsi won and reward is 100) |  |
| 5 | Meet challenge with no suitable champion | Challenge 4 with any champion | Challenge lost, treasury reduced by challenge reward, appropriate champion disqualified if applicable |  |
| 6 | Retire champion from team | Retire Flimsi | Flimsi back in reserve, treasury = 850 (half of entry fee refunded) |  |
| 7 | Retire disqualified champion | Try to retire disqualified champ | Error message, champion remains disqualified and in team, no treasury change |  |
| 8 | Check if defeated with no champions and money | Lose all money and champions | Game reports defeat as true |  |
| 9 | Save and load game state | Current game state | Game state after load matches saved state |  |
| 10 | Enter champion, save, modify, and load | Enter Flimsi, save, modify, load | Flimsi in team after load, ignoring any modifications made after saving (to test persistence integrity) |  |
| 11 | Attempt to enter a champion twice | Enter Flimsi twice | Second attempt to enter Flimsi fails, error message indicating champion already in team |  |
| 12 | Retire a champion not in team | Retire Gandalf | Error message, Gandalf not in team nor reserve |  |