This is the testing document for my PAT. This includes all of the tests run to check that validation works properly and to make sure that all data flows as planned in the program.

Testing Document

IT PAT 2018

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Contents

Testing

INPUT	OUTPUT
GAME START	
Run game	Database loaded and character selection screen opened.
CHARACTER SELECTION SCREEN	
"Load Character" button pressed while no character selected	"No character was selected" message box appears. The character selection screen stays the open screen.
"Delete Character" button pressed while no character selected	"No character was selected message box appears. The character selection screen stays the open screen.
"Delete Character" button pressed while character selected	Confirmation dialog appears and the character gets deleted if you choose "Yes" and the message box disappears if you choose "No".
"Exit" button pressed	Program terminated.
NEW CHARACTER SCREEN	
Blank name entered	"Please enter a name" message appears.
Name longer than 20 characters entered	"Name too long" message appears.
Name "Ralph" entered	Character main menu screen opened with chosen stats shown.
Plus button pressed	Appropriate stat increased if there are skill points are available. Otherwise, "Not enough skill points" message appears.
Minus button pressed	Appropriate stat decreased if the stat isn't at the minimum. Otherwise, "You cannot decrease further" message appears.
CHARACTER UPGRADE SCREEN	
"Upgrade" button pressed	Appropriate stat increased and new price increases if there is enough XP, otherwise "Not enough XP" message appears.
"New Run" button pressed	New game started
GAME SCREEN	
W, A, S, D keys pressed	Player moves in appropriate direction if there is no wall obstructing them.
Arrow keys pressed	Projectile fired in given direction if sufficient time has passed and character sprite changes direction.
E key pressed	Item picked up if standing next to item. NPC spoken to if standing next to NPC. New map loaded if standing next to end area. Otherwise, nothing happens.
Speak to NPC	Message box displays NPC's words and disappears after a few seconds.
Pick up Item	Message box displays item's description and disappears after a few seconds.
ESCAPE key pressed	Game exited, character main menu opened.
Health = 0	"Game Over" message displayed and game exited a few seconds later.