ASSESSMENT 2

TEST SCRIPTS

9465 Stefano Pruna

**TEST SCRIPT**

| **Client:** | AIT Entertainment | **Date:** | 22 August 2021 |
| --- | --- | --- | --- |
| **Program Name:** | Assessment 2 | **Supervisor:** | Stefano P |
| **Function Name:** | KeepGoing | **Authorized by:** |  |

| Test Case # | Description | | Test Script | Result | | | | Performed by / Date |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Expected | | Actual | |
| 1.1 | Resume the game | | - It’s in the resumeGame class  - It’s a public function | To be called when the game is resume after an encounter, or event happens during the game | | The function is called correctly and the game proceed as supposed to | | Stefano P /  03/08/2021 |
| **Prepared by:** | | Stefano P | | | **Date:** | | 03/08/2021 | |

**TEST SCRIPT**

| **Client:** | AIT Entertainment | **Date:** | 22 August 2021 |
| --- | --- | --- | --- |
| **Program Name:** | Assessment 2 | **Supervisor:** | Stefano P |
| **Function Name:** | InvalidUserInputException | **Authorized by:** |  |

| Test Case # | Description | | Test Script | Result | | | | Performed by / Date |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Expected | | Actual | |
| 1.2 | Error handling with try, throw and catch | | - Created a class for error handling with try, throw and catch | It will return an error message on the screen the the user insert the wrong input: “"You have to choose whether keep going or going back, there is not any other way...\n"; the message can vary according to the function | | Tested and returns the error message as expected | | Stefano P / 04/08/2021 |
| **Prepared by:** | | Stefano P | | | **Date:** | | 04/08/2021 | |

**TEST SCRIPT**

| **Client:** | | AIT Entertainment | | | **Date:** | | 22 August 2021 | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Program Name:** | | Assessment 2 | | | **Supervisor:** | | Stefano P | |
| **Function Name:** | | ExitTheGame | | | **Authorized by:** | |  | |
| Test Case # | Description | | Test Script | Result | | | | Performed by / Date |
| Expected | | Actual | |
| 1.1 | Function when user wants to end the game | | - Display on the screen to confirm the user wants to end the game | - I use the try throw catch loop to check whether the user insert the right input | | It asked the question, then if the input is yes, it will exit the game | | 05/08/2021 |
| **Prepared by:** | | Stefano P | | | **Date:** | | 05/08/2021 | |

**TEST SCRIPT**

| **Client:** | | AIT Entertainment | | | **Date:** | | 22 August 2021 | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Program Name:** | | Assessment 2 | | | **Supervisor:** | | Stefano P | |
| **Function Name:** | | partOne | | | **Authorized by:** | |  | |
| Test Case # | Description | | Test Script | Result | | | | Performed by / Date |
| Expected | | Actual | |
| 1.1 | After the start of the game, the story starts here | | The program asks to the user to choose to go left or right | The program will continue the story to the user’s choice accordingly | | The program follows the various path | | 06/08/2021 |
| 1.2 | According to the previous choice, there will be an encounter | | The user can choose to fight or run away from the monster/encounter | The user has to input whether to “run” or to “fight” | | The program actually will run as excepted and the related function will be called, fightMonster or runFromMonster | | 06/08/2021 |
| 1.3 | I inserted the various choices in loops | | The loops are needed for error handling in case the user insert/choose the wrong input | If the user inserts the wrong input, the program will display an error message that a wrong input has been inserted and it will ask the question again | | The program loops correctly until the correct input is inserted | | 06/08/2021 |
| **Prepared by:** | | Stefano P | | | **Date:** | | 06/08/2021 | |

**TEST SCRIPT**

| **Client:** | | AIT Entertainment | | | **Date:** | | 22 August 2021 | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Program Name:** | | Assessment 2 | | | **Supervisor:** | | Stefano P | |
| **Function Name:** | | fightMonster | | | **Authorized by:** | |  | |
| Test Case # | Description | | Test Script | Result | | | | Performed by / Date |
| Expected | | Actual | |
| 1.1 | It’s the fighting part of the game | | It will get the monster ability from the class called before in the part functions | It should display and use the correct monster’s ability related to the section the user is, from part one, two etc... | | It displays the correct monster name and user its ability during the fight | | 10/08/2021 |
| 1.2 | The fighting process | | I created an int variable and assigned a random value to use during the fight, then it will loop the fight until either the monster or the user’s health reaches zero or less. | It should do keep looping until either the user or the monster’s health reaches zero and then keep going with the story/game | | Unfortunately, I get a memory allocation errors, It stops after few loops, especially when the game is on part two or three. I was not able to solve this problem and the game doesn’t continue | | 19/08/2021 |
| 1.3 | When the user gets hit by the monster | | The program checked:  - If the user’s health is higher than zero;  - If user has any potions | - If the user’s health is higher than zero, if yes then it will check if the user has any potion and if yes, it will call the drinkPotion function, otherwise it will continue.  - If user’s health reaches zero, it will ask whether the user wants to restart or finish | | It works, it actually checks whether the user has potion and when the user dies, it asks if user wants to finish, then it will call the exitTheGame function, otherwise it will re-start. | | 11/08/2021 |
| **Prepared by:** | | Stefano P | | | **Date:** | | 19/08/2021 | |

**TEST SCRIPT**

| **Client:** | | AIT Entertainment | | | **Date:** | | 22 August 2021 | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Program Name:** | | Assessment 2 | | | **Supervisor:** | | Stefano P | |
| **Function Name:** | | drinkPotion | | | **Authorized by:** | |  | |
| Test Case # | Description | | Test Script | Result | | | | Performed by / Date |
| Expected | | Actual | |
| 1.1 | It’s called when user has at least one potion and it got hit by a monster | | It will ask if the user wants to consume a potion to recover some health | It displays the current health, then if the user wants to drink a potion, it should add 4 points to the current health and then displays the updated health | | It displays correctly both health before and after drinking the potion | | 16/09/2021 |
| 1.2 | Error handling | | It checks if the user inserts an invalid input with a loop | It should repeat the loop and the question until the user inserts the correct choice | | It actually repeats correctly until the user inserts the right choice | | 16/09/2021 |
| 1.3 | Keep going with the game/story | | After drinking or not the potion, it calls the keepGoing function from the resumeGame class | It should called the function and proceed with the game | | It works as expected and also keeping the updated inventory, potions, coins and what part of the game it’s at to | | 16/09/2021 |
| **Prepared by:** | | Stefano P | | | **Date:** | | 16/09/2021 | |