Requirements for Coffee Maker Quest

**FUN-ITERATION**

**FUN-UNKNOWN-COMMAND**

**FUN-ITERATION**

**FUN-INPUT-CAPS**

**FUN-MOVE**

**FUN-WIN**

**FUN-LOSE**

**FUN-INVENTORY** - Upon entering "I" for inventory, the player shall be informed of the items that he/she has collected (consisting of Coffee, Sugar, and Cream).

1. FindNone

Pre-Condition: Program should have just been loaded.

Execution Steps:

1. Enter I

Post Condtion: “YOU HAVE NO COFFEE!” followed by “YOU HAVE NO CREAM!” followed by “YOU HAVE NO SUGAR!” should be displayed immediately below.

1. FindOne

Pre-Condition: Program should have just been loaded.

Execution Steps:

1. Enter N
2. Enter N
3. Enter L
4. Enter I

Post Condtion: “You have a cup of delicious coffee.” followed by “YOU HAVE NO CREAM!” followed by “YOU HAVE NO SUGAR!” should be displayed immediately below.

1. FindTwo

Pre-Condition: Program should have just been loaded.

Execution Steps:

1. Enter N
2. Enter N
3. Enter L
4. Enter N
5. Enter N
6. Enter N
7. Enter L
8. Enter I

Post Condtion: “You have a cup of delicious coffee.” followed by “YOU HAVE NO CREAM!” followed by “You have some tasty sugar.” should be displayed immediately below.

1. FindAll

Pre-Condition: Program should have just been loaded.

Execution Steps:

1. Enter L
2. Enter N
3. Enter N
4. Enter L
5. Enter N
6. Enter N
7. Enter N
8. Enter L
9. Enter I

Post Condtion: “You have a cup of delicious coffee.” followed by “You have some fresh cream.” followed by “You have some tasty sugar.” should be displayed immediately below.

**FUN-LOOK**

1. LookSucceed

Pre-Condition: Program should have just been loaded.

Execution Steps:

1. Enter N
2. Enter N
3. Enter L

Post Condition: “There might be something here…” followed by “You found some caffeinated coffee.” should be displayed immediately below.

1. LookFail

Pre-Condition: Program should have just been loaded.

Execution Steps:

1. Enter N
2. Enter L

Post Condition: “You don’t see anything out of the ordinary.” should be displayed immediately below.

**FUN-HELP**

1. HelpRoomOne

Pre-Condition: Program should have just been loaded.

Execution Steps: Type in H

Post Condition: A listing of possible commands and their effects should be displayed.

1. HelpRoomTwo

Pre-Condition: Program should have just been loaded.

Execution Steps: Type in N

Type in H

Post Condition: A listing of possible commands and their effects should be displayed.

**FUN-UNIQ-ROOM**

1. CheckRoomOne

Pre Conditions: Program should be just loaded.

Execution Steps: Do nothing.

Post Conditions: Starting room should have a unique adjective describing it.

1. CheckRoomTwo

Pre Conditions: Program should be running and in the start room.

Execution steps: Type N and press enter.

Post Conditions: Should see only one unique adjective describing the second room.

**FUN-UNIQ-ROOM-FURNISHING**

1. CheckFurnishOne

Pre Conditions: Program should be running.

Execution Steps: Do nothing.

Post Conditions: Starting room should have a unique adjective describing it.

1. CheckFurnishTwo

Pre Conditions: Program should be running and in the start room.

Execution steps: Type N and press enter.

Post Conditions: Should see only one unique adjective describing the second room.