

AGILE TEST PLAN TEMPLATE								
Test Plan Creation Date			20-Dec					
Created By			Tom McClelland					
Project Name			Application Programming Assignment					
Sr.No.	Module	Sub-module	Pre-Requisite	Steps to be followed	Expected Result	Actual Result	Comments	Status [Pass / Fail]
1	GUI	newgame()	newgame() function must be written.	1. Start Game 2. Click 'New Game'	GUI takes player to character creation.	GUI takes player to character creation.	As expected.	Pass
2	GUI	load()	load() function must be written and ensure there <u>isn't</u> a savegame.txt file in folder.	1. Start Game 2. Click 'Load Game'	GUI indicates that no save game is available and remains at the start menu.	GUI indicates that no save game is available and remains at the start menu. However, 2 extra, blank, non functional buttons appear on the screen.	btn_reset() function had incorrent btns_required parameter. Change btn_reset(4) to btn_reset(2).	Fail
3	GUI	load()	load() function must be written and ensure there <u>isn't</u> a savegame.txt file in folder.	1. Start Game 2. Click 'Load Game'	GUI indicates that no save game is available and remains at the start menu.	GUI indicates that no save game is available and remains at the start menu.	As expected.	Pass
4	GUI	load()	load() function must be written and ensure there <u>is</u> a savegame.txt file in folder.	1. Start Game 2. Click 'Load Game'	GUI takes player to main menu. All stats, inventory items and locations discovered are the same as when saved.	GUI takes player to main menu. Can check undiscovered locations and inventory items through adventuring and shopping respectively but no way of checking stats are the same.	Add a check_stats() method to the Charcacter class which can be accessed through shopping.	Fail
5	GUI	load()	load() function must be written and ensure there <u>is</u> a savegame.txt file in folder.	1. Start Game 2. Click 'Load Game'	GUI takes player to main menu. All stats, inventory items and locations discovered are the same as when saved.	GUI takes player to main menu. All stats, inventory items and locations discovered are the same as when saved.	As expected.	Pass
6	GUI	battle()	battle() function is written, foe list created and new game selected upon startup.	1. Start Game 2. Click 'New Game' 3. Click 'Battle'	GUI remains at main menu and indicated that player needs more badges to unlock the next foe.	GUI remains at main menu and indicated that player needs more badges (through adventuring) to unlock the next foe.	As expected.	Pass
7	GUI	adventure()	adventure() function must be written, location list created and new game selected upon startup.	1. Start Game 2. Click 'New Game' 3. Click 'Adventure' 4.Click any Location 5. Guess Riddle	GUI takes player to the adventure screen where they can select a location. By clicking on a location player must solve a riddle. Wrong answer bring up incorrect while correct answer brings up correct and takes player back to Battle Hub.	GUI takes player to the adventure screen where they can select a location. By clicking on a location player must solve a riddle. Wrong answer bring up incorrect while correct answer brings up correct and takes player back to Battle Hub.	As expected.	Pass

8	GUI	adventure()	adventure() function must be written, location list created and new game selected upon startup.	1. Start Game 2. Click 'New Game' 3. Click 'Adventure' 4. Click 'Return to Hub'	GUI returns player to main menu from adventure screen.	GUI doesn't return to main menu and remains on the adventure screen	No command attached to 'Return to Battle Hub' button.	Fail
9	GUI	adventure()	adventure() function must be written, location list created and new game selected upon startup.	1. Start Game 2. Click 'New Game' 3. Click 'Adventure' 4. Click 'Return to Hub'	GUI returns player to main menu from adventure screen.	GUI returns player to main menu from adventure screen.	As expected.	Pass
10	GUI	shop()	shop() function must be written and new game selected upon startup.	1. Start Game 2. Click 'New Game' 3. Click 'Shop' 4. Buy Health Potion 5. Sell Health Potion 6. Buy Health Potion	First attempt at purchase should fail due to lack of funds. Once health potion is sold a message should appear suggesting there are no items remaining in your inventory. Once a health potion is purchased it should appear again in your inventory and be available to sell.	First attempt at purchase should fail due to lack of funds. Once health potion is sold a message should appear suggesting there are no items remaining in your inventory. Once a health potion is purchased it should appear again in your inventory and be available to sell.	As expected.	Pass
11	GUI	adventure()	adventure() function must be written, location list created and new game selected upon startup.	1. Start Game 2. Click 'New Game' 3. Click 'Adventure' 4. Click any Location 5. Complete Riddle 6. Check location progress is updated	The 'undiscovered location' progress report should update to show there is 1 less undiscovered location	Undiscovered location' progress report remains at 9 instead of updating to 8.	Forgot to write code to reduce Location.undiscovered_locations static variable by 1 when location is discovered	Fail
12	GUI	adventure()	adventure() function must be written, location list created and new game selected upon startup.	1. Start Game 2. Click 'New Game' 3. Click 'Adventure' 4. Click any Location 5. Complete Riddle 6. Check location progress is updated	The 'undiscovered location' progress report should update to show there is 1 less undiscovered location	The 'undiscovered location' progress report is updated to show there is 1 less undiscovered location	As expected.	Pass