Test Script

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| Function Name | # | Test Description | Sample Input  (either from the user or passed to  the function) | Expected  Result | Actual Result | P/F |
| craft  Chosen  Pot | 1 | Determine if the user can craft with complete materials. | bagAmount[] = bagAmount[0] > 0, bagAmount[8] > 0, bagAmount[9] > 0, bagAmount[10] > 0  potionNo = 1 | return1 | return1 | P |
| 2 | Determine if the user can craft with incomplete materials. | bagAmount[] = bagAmount[0] = 0, bagAmount[8] = 0, bagAmount[9] = 0, bagAmount[10] = 0  potionNo = 1 | return0 | return0 | P |
| 3 | Determine if the user can craft with unidentified potionNo | bagAmount[] = bagAmount[0] > 0, bagAmount[8] > 0, bagAmount[9] > 0, bagAmount[10] > 0  potionNo = 9 | return0 | return0 | P |
| puchaseItem | 1 | Determine if the player can purchase with sufficient Ymir. | playerYmir = 99999  bagAmount[] = bagAmount[]  index = 8 (Gold)  totalCost = 750  amount = 1 | return750 | return750 | P |
| 2 | Determine if the player can purchase without sufficient Ymir. | playerYmir = 0  bagAmount[] = bagAmount[]  index = 8 (Gold)  totalCost = 750  amount = 1 | return0 | return0 | P |
| 3 | The index is invalid. | playerYmir = 999999  bagAmount[] = bagAmount[]  index = 100 (out of bounds)  totalCost = 750  amount = 1 | return0 | return750 | F |
| sellItems | 1 | Determine if the player can sell if they have the item they wish to sell. In this case, we wish to sell Tilapia, which is on index 1 of the bagAmount array. | playerYmir = currentYmir  bagAmount[]: bagAmount[1] = 1  itemNameArray[][50]=bagItemNameArray | return 35 | return 35 | P |
| 2 | Determine if the player can sell if they don’t have the item they wish to sell. In this case, we want to sell Tilapia even if it’s quantity in our bag is 0.  It is on index 1 of the bagAmount array. | playerYmir = currentYmir  bagAmount[]: bagAmount[1] = 0  itemNameArray[][50]=bagItemNameArray | return 0 | return 0 | P |
| 3 | Test if the function will reward the player with Ymir if the amount they entered is “0”. In this case, we are telling the shop we are selling 0 Tilapia. | playerYmir = currentYmir  bagAmount[]: bagAmount[1] = 1  itemNameArray[][50]=bagItemNameArray  choice: 1  Amount: 0 | return 0 | return 0 | P |
| 4 | Test to see if the player will be rewarded with extra Ymir even if the quantity he wants to sell exceeds the quantity he currently has. In this case, we have 1 Tilapia but we want to sell 10. | playerYmir = currentYmir  bagAmount[]: bagAmount[1] = 1  itemNameArray[][50]=bagItemNameArray  choice: 1  Amount: 10 | return 0 | return 0 | P |
| 5 | Test to see if the player will be rewarded anything if they enter an item that is not sellable. In this case we are selling Gold (index 8), which is not possible. | playerYmir = currentYmir  bagAmount[]: bagAmount[1]  itemNameArray[][50]=bagItemNameArray  choice: 8  Amount: 1 | return 0 | return 0 | P |