# Feature: NPC Communication Test Plan

Introduction

This test is a white box test. It is mainly based on the code to test the feasibility of the code function. The basic logic is to substitute several different data through the two functions of update and get to see if the expected result is the final result. It is also necessary to consider the situation of exception reporting. We can write an error reporting situation to see if the system reports errors according to the code description.

Specific steps

Create an instance, use the assertEquals function, compare the expected value with the value obtained after calling the getDistance function, and then call the updateDistance function to modify the value, and then compare it with the expected value.

Create an instance. Since the npcid parameter of meetnpc does not have the option of setting 0, deliberately select 0 to see if the system reports an error.

# Feature: NPC Communication User Testing

Introduction

User testing is a black-box test that simulates a user and thinks about what the user needs. Do the user's choice to run the code, and the system should give the correct feedback when the user selects the option they want. For example, the user did not select any options in the dialogue with the npc, and the system should not return clues to the user at this time.

Result analyze

Through simulated user testing, these codes have been able to meet the simple needs of users, but user selection still lacks diversity. Among them, because the dialog is fixed, the NPC's address to the user cannot be changed with the change of the user's name. This function can be added here.