

# Dungeon Dudes Test Plan

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January 2021

## 1 Summary

Dungeon Dudes is a light text based dungeon crawler game. The game has a player move through areas with random monsters in them. The player has to fight the monsters using dice based rolls to calculate whether or not an attack hits or misses. Once the player has defeated a monster, said monster has a chance to drop loot, which the player can choose to pick up. When all of the monsters a room are defeated the player can move to the next room. After an arbitrary number of rooms and monsters (minimum of 5 for both), the player will be declared victorious and the game will end.

## 2 Automated Test Cases

Automated tests may be executed with `python3 -m unittest -v`. This should be run from the top level directory.

**Expected:** No errors or failures

## 3 Common Test Cases

### 1. Installation

Prerequisites: Directory does not already exist

`git clone git@git.umbc.tc:tdqc/tdqc8/jkaten/dungeon_dudes.git; cd dungeon_dudes`

**Expected:** directory is created

### 2. Correct Branch

Prerequisites: In the project's directory

`git branch`

**Expected:** main is active

## 4   Dungeon Dudes   **Test Cases**

### 1. Gameplay

Prerequisites: In the projects directory

Play the game a bunch of times

**Expected:** Game works as intended