Test Case Write-Up M4

The testing focused on the new code implanted to meet M4 requirements. With the majority of test focused on the combat system, and verifying health, damage, and death.

1. Test that monsterHp decrease when attacked.
2. Test that playerHP, decrease when attacking a monster. Allowing the monster to retaliate.
3. Test that when a monster’s health is depleted, that it is marked dead.
4. Test that when a monster is marked dead, it is no longer visible.
5. Test that player damage is properly set from config screen, selecting weapon1.
6. Test that player damage is properly set from config screen, selecting weapon2.
7. Test that player damage is properly set from config screen, selecting weapon3.
8. Test that a Monster’s health properly decreases according to the selected weapon.
9. Test that when a player’s health reaches 0, the game ends.
10. Test that it is impossible to move to a new room while the monster is alive.