Functionality	Class being tested	Method being tested	Condition being tested	Scenario	Reason
KeyBoard Movements					
Arrow Key	HtwView	KeyPressed	Valid Player Movement	The player moves to the room in the direction sepcified b the arrow key	
Arrow Key	HtwView	KeyPressed	Valid Player /Tunnel	The player skips the tunnels and moves to the first room upwards	
Arrow Key	HtwView	KeyPressed	InValid Player Movement	The player stays in the same position	No Path in the direction specified
Arrow Key	HtwView	KeyPressed	Valid Player Movement/Wumpus Encounter	The player is eaten by the Wumpus	
Arrow Key	HtwView	KeyPressed	Valid Player Movement/Pit Encounter	The player falls in to the pit	
Arrow Key	HtwView	KeyPressed	Valid Player Movement/SuperBat Encounter	The player is grabbed by the superbat	
Arrow Key	HtwView	KeyPressed	Valid Player Movement/SuperBat Encounter	The player is grabbed by the superbat	
Arrow Key	HtwView	KeyPressed	Valid 2- Player Movement	The player moves to the room and the turn goes to the next player	
KeyBoard Shooting					
"S" key	HtwView/ShootPrompt	shoot	No Inputs Entered by the user	The number of arrows remains the same but the player loses the turn	
"S" key	HtwView/ShootPrompt	shoot	Valid Inputs Entered by the user	The number of arrows reduces by 1 and the arrow moves to the cave specified	
"S" key	HtwView/ShootPrompt	shoot	Invalid Direction entered by the user	The number of arrows reduces by 1	
"S" key	HtwView/ShootPrompt	shoot	2-Player mode	The first player shoots an arrow and the turn move to the next player	
Mouse Clicks					
Click on tunnel	HtwView	MouseListener	Invalid Mouse Click	The player remains in the same position and loses a turn	
Click on invalid room	HtwView	MouseListener	Invalid Mouse Click	The player remains in the same position and loses a turn	
Click on valid rooms	HtwView	MouseListener	Valid Mouse Click	The player moves to the room and the path traveresed becomes visible	
Restart Button					
Click on Restart Button	HtwView	ActionListener	Restarting the grid	The grid restarts with the Same Maze Configuration	
Menu Buttons					
Click on Start	IntroView	ActionListener	Start the game	The games starts with a default Maze Configuration	If user does not provide the Maze details then a default Maze will be created
Click on Start	IntroView	ActionListener	Start the game	The games starts with a User Specified Maze Configuration	
Click on Quit	IntroView	ActionListener/quit	Quits the game	The menu frame is closed	
Click on Help	IntroView/Message View	ActionListener	Message Frame Containing the rules and cont	A new frame is opened containing the controls and rules	
Menu Items					
Maze Configuration	IntroView		Opens a list of menu items to choose	On selection, two menu items are show. - Maze type and Maze settings	
Maze Type	IntroView		Opens a list of menu items to choose	On selection, two menu items are show. - Wrapped Maze and Unwrapped Maze	
Maze Settings	IntroView		Opens the Maze Settings Panel	On selection, a new frame consisting of textfield is opened	
Player Mode	IntroView		Opens a list of menu items to choose	On selection, two menu items are show. - 1-Player and 2-Player	
1-Player	IntroView		Sets the player mode	Sets the game for 1-player	
2-Player	IntroView		Sets the player mode	Sets the game for 1-player	