**PROFESSOR WUMPUS**

CS 1632 – Deliverable 1:

Test Plan and Traceability Matrix

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**INTRODUCTION**

Artisan asymmetrical bicycle rights, trust fund art party ugh hexagon. Green juice vape live-edge, butcher vaporware wolf tote bag drinking vinegar photo booth celiac subway tile direct trade. Crucifix vegan air plant hoodie man braid, portland disrupt blog pinterest fingerstache austin tacos skateboard street art. Scenester vinyl jianbing, paleo vegan snackwave plaid taxidermy. Tote bag roof party synth gochujang, yuccie succulents bespoke church-key scenester viral. Yuccie master cleanse humblebrag semiotics, vegan typewriter direct trade hoodie raclette skateboard cornhole kinfolk banh mi fap 90's. Next level poutine hella jianbing, gluten-free tbh listicle retro humblebrag cred pickled yuccie bitters bushwick.

Yr normcore master cleanse, fixie asymmetrical bicycle rights salvia tofu. Deep v next level tilde occupy pour-over, slow-carb edison bulb kogi taxidermy direct trade keytar. Lyft four dollar toast direct trade PBR&B, etsy lumbersexual fingerstache neutra post-ironic put a bird on it VHS. Craft beer vinyl 90's jean shorts, +1 meggings plaid VHS gluten-free four loko. Narwhal farm-to-table live-edge, pok pok kombucha asymmetrical four loko wolf cliche meggings craft beer cardigan. Lyft blue bottle literally, migas farm-to-table thundercats craft beer jianbing forage tote bag fam enamel pin irony selfies cornhole. Post-ironic lumbersexual church-key, stumptown food truck edison bulb twee enamel pin humblebrag raw denim fap.

Succulents semiotics street art actually. Street art kombucha VHS cliche iPhone. Authentic raw denim mlkshk, kogi retro intelligentsia synth next level schlitz YOLO biodiesel. Banjo live-edge ennui coloring book ramps bicycle rights fingerstache bushwick. Polaroid woke jean shorts, mumblecore godard sartorial authentic tumblr live-edge cornhole austin photo booth squid. Banjo roof party aesthetic fanny pack jianbing, brooklyn chillwave poke air plant readymade waistcoat butcher tattooed. Raclette put a bird on it pok pok disrupt aesthetic.

**TEST CASES**

CASE 1**:**

IDENTIFIER: TEST-DISPLAY-ON-WUMPUS-INTERCEPT

TEST CASE: Run the program and intentionally walk into Prof Wumpus’s room to ensure the matrix always displays user’s location at each iteration—even when we are intercepted by Prof Wumpus.

PRECONDITIONS: Start the program with the command: java -jar profwumpus.jar 1. With seed 1, Professor Wumpus will be placed in the room at ROW=1, COL=4 (indexing from 1).

EXECUTION STEPS: Move EAST 4 times. Press: E, Enter; E, Enter; E, Enter; E, Enter.

POSTCONDITIONS: First: The user’s location is displayed in the matrix at ROW=1, COL=4. Second: Display the message “Prof Wumpus sees you, but you don't have your assignment. YOU LOSE!” Third: Exit program.

CASE 2**:**

IDENTIFIER: TEST-MATRIX-DIMENSIONS

TEST CASE: Ensure the program displays a matrix with dimensions 6x6 (6 rows, 6 columns)

PRECONDITIONS: Start the program with the command: java -jar profwumpus.jar 1

EXECUTION STEPS: Count the number of COLUMNS in the matrix. Count the number of columns in the matrix, starting at 1.

POSTCONDITIONS: You will finish counting at the number 6.

CASE 3**:**

IDENTIFIER:

TEST CASE:

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

CASE 4**:**

IDENTIFIER:

TEST CASE:

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

CASE 5**:**

IDENTIFIER:

TEST CASE:

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EXECUTION STEPS:

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CASE 6**:**

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CASE 7**:**

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CASE 8**:**

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CASE 15**:**

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CASE 20**:**

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EXECUTION STEPS:

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CASE 21**:**

IDENTIFIER:

TEST CASE:

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

CASE 22**:**

IDENTIFIER:

TEST CASE:

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

**TRACEABILITY MATRIX**

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| --- | --- | --- |
| TEST CASE | REQUIREMENT | NOTES |
| Case 1: TEST-DISPLAY-ON-WUMPUS-INTERCEPT | The game shall consist of a 6 by 6 matrix of rooms, which shall be displayed to the player at each iteration, along with the location of the Student (indicated as an S). | **FAIL. This is an EDGE CASE.** |
| Case 2: TEST-MATRIX-DIMSIONS | The game shall consist of a 6 by 6 matrix of rooms, which shall be displayed to the player at each iteration, along with the location of the Student (indicated as an S). | **FAIL.** |
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**DEFECTS FOUND**

DEFECT 1**:**

SUMMARY: Matrix Display NOT updated when Student is Intercepted by Wumpus

DESCRIPTION: When a user walks into Professor Wumpus, the location is not updated before ending the game.

REPRODUCTION STEPS: 1) Start the program with the command: java -jar profwumpus.jar 1. 2) Move EAST 4 times. Press: E, Enter; E, Enter; E, Enter; E, Enter.

EXPECTED BEHAVIOR: First: The user’s location is displayed in the matrix at ROW=1, COL=4. Second: Display the message “Prof Wumpus sees you, but you don't have your assignment. YOU LOSE!” Third: Exit program.

OBSERVED BEHAVIOR: The user’s location is NOT updated, and Student remains in the matrix at ROW=1, COL=3—even though s/he has moved into room [1,4]. The correct message displays, and program exits.

DEFECT 2**:**

SUMMARY: Matrix is not 6x6

DESCRIPTION: The Matrix has dimensions 5x5, but the requirements specify that dimensions must be 6x6

REPRODUCTION STEPS: 1) Start the program with the command: java -jar profwumpus.jar 1. 2) Count the number of rows and columns that appear on the screen, starting at 1.

EXPECTED BEHAVIOR: There will be 6 rows and 6 columns.

OBSERVED BEHAVIOR: There are 5 rows and 5 columns

DEFECT 3**:**

SUMMARY:

DESCRIPTION:

REPRODUCTION STEPS:

EXPECTED BEHAVIOR:

OBSERVED BEHAVIOR: