

# SYSTEM TEST

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# Acceptance Criteria

## Game Management

- ❖ The system starts a new game, with a new save file, after inserting the [new] command in the main menu.
  - The system then asks the player to choose a starting class from a list to play the game with.
- ❖ The system loads the last played game by using the [continue] command in the main menu.
- ❖ The system saves the game in a json format:
  - Automatically in a local directory after clearing each room of the game.
  - In a cloud storage after quitting the current game using the [quit] command.
- ❖ The system has a “saved game management” section that can be accessed by inserting [load] command in the main menu, there the system can:
  - Load an in progress game from a list of saved games
- ❖ The system shows all available commands for the current section using the [help] command.
  - The user is informed if the inserted command is not available in that section.
- ❖ After critical choices the system asks the user for further input confirmation [yes/no] or [enter] to proceed.
  - Deleting save files, choosing starting class, consuming items etc.

## Map and Exploration

- ❖ The system displays the available directions to move towards from the current room.
- ❖ The systems moves the player into the new by inserting the [gn, gs, gw, ge] command
  - The system informs the user if the inserted direction is not available or the next room is locked.
- ❖ The system displays the map which contains the current position of the player and the visited rooms with their type.
  - [map] command will also print again the map, in case it's not visible.
  - If the “North Star” item is held in the inventory, the system displays the entire map, not only the visited rooms.
- ❖ The system teleports the player back to the starting room by inserting the [return] command.
- ❖ Some rooms are locked and require the “Special key” item to be accessed.
- ❖ The system automatically heals the player (1 hp and 1 mana) after clearing hostile rooms and restores 1 mana after clearing trap rooms.

## Combat

- ❖ After entering hostile rooms and boss rooms, the player must defeat an enemy.
- ❖ During combat, the user is informed that he can choose between [atk], [skill] and [inv] commands
  - [atk] is used to inflict damage to the mob, the inflicted damage is calculated as:

- (Player “atk” stat. + player “weapon dice roll”) - Mob “def” stat.
  - The actual inflicted damage might change due to special abilities or effects. The system informs the player if that happens.
- [skill] is used to apply the “class skill”, which differs for each starting class, that can be used only once per attack.
- [inv] is used to print the list of held items, then if [use *item number*] is inserted, the item is consumed and its effect is applied. One item can be consumed per attack.
- ❖ After defeating the enemy the system informs the player that he has received some xp and money.
  - Defeating the boss also grants the “Weaponshard” item as guaranteed reward.
  - The player is informed if the defeated mob drops an item (it's not guaranteed).

## Level Up

- ❖ When the player reach the required experience points needed to level up, the character:
  - Completely restores the hp and mana points
  - Its health and mana are permanently increased by a random value obtained from a D5 roll.
  - Its attack and defense are permanently increased by a random value obtained from a D3 roll.
- ❖ The system informs the player how these stats changed, a complete report of the character status can be shown by using [status] command.

## Room types

- ❖ Upon entering a room, the system informs the player of what kind of a challenge he has to face by showing an ASCII graphic.
  - Combat room shows the mob the player is fighting against.
  - Boss room shows the boss the player is fighting against.
    - After defeating the boss, the system informs the player that he must proceed to the next floor, as he can't return to the previous rooms.
  - Loot room shows what kind of item the player found.
  - Transporter room shows a portal and informs the user that the map no longer shows the visited rooms.
  - Healing room informs the player that he has been completely healed and that he can interact with some NPCs.

## NPCs

- ❖ Interaction with friendly entities can be started by using [merchant] and [smith] commands if the player is located in the Healing room.
- ❖ When the player is talking with the merchant, the system shows the numbered list of items on sale with their respective price and weight.
  - The player can now buy the items via the [buy *item number*] command

- The system informs the player if he doesn't have enough money or free weight.
- ❖ When the player is talking with the smith, the systems informs the player how many “Weaponshard” items he possesses.
  - The player can now upgrade his equipped weapon via [give smith weaponshard] command, which consumes the item.
  - The system informs the player if he doesn't have any “Weaponshard” item left in the inventory.

## Items

- ❖ The system informs the player that he has acquired an item by showing its ASCII representation.
- ❖ The player can consume an item by inserting the [use *item number*] command.
  - When an item is used, the system also prints its ASCII sprite.
  - This action can be performed during combat, but only once per attack.
- ❖ The player can drop an item from his inventory by inserting the [drop *item number*] command.
  - When an item is dropped, the system also prints its ASCII sprite.
  - This action can't be performed during combat.
- ❖ The player can get a detailed description of the item effect and weight by inserting the [info *item number*] command
- ❖ A numbered list of carried items is shown by inserting the [inv] command.

## Weapons

- ❖ During class choice, the system informs the user whether the selected character weapon has a special ability or not.
  - The system shows when its effect is triggered during combat
- ❖ If the player obtains a new weapon, he can swap it with the currently equipped one by using the [swap weapon number] command.
  - Obtained weapons are shown within the numbered item list, accessed via [inv] command.
- ❖ Weapons can be upgraded to the utmost at level “+5”.
  - The system shows at what upgrade level the weapon is in the weapon section after [status] command.
  - An upgraded weapon grants “+ *weapon level*” value to the die roll.

## Game ending

- ❖ The system informs the player that he lost by showing the “Game Over” Ascii art and forcing the player to return to the main menu.
  - User's loss occurs when the player's hp reach 0.
- ❖ After beating the final boss of the game, the system informs the player that he won by showing the “Credits” Ascii art and forcing the player to return to the main menu.