

MCO2 Test Cases

Group 9 - S17

Members:

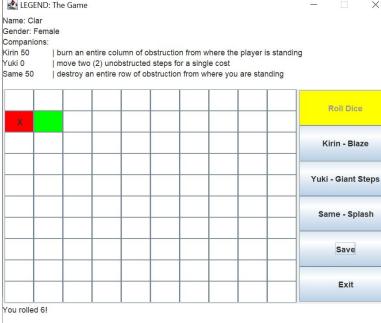
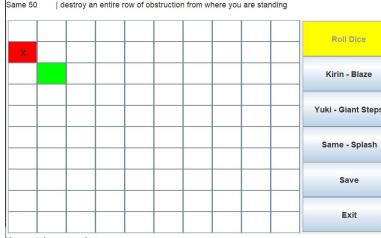
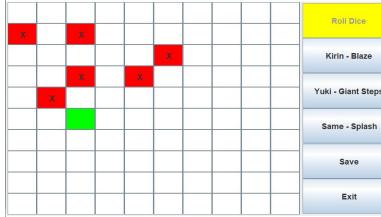
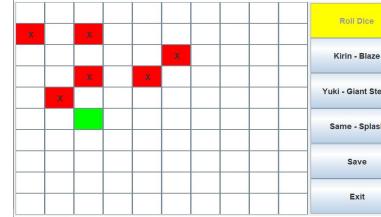
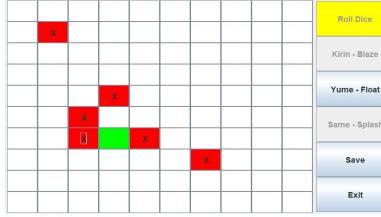
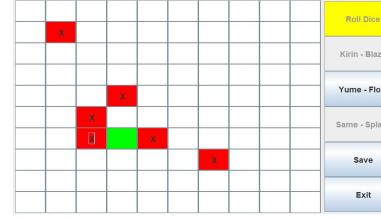
DESEMBRANA, Anna Patricia B.

MANDADERO, Clarissa Mae S.

I. Player Initialization

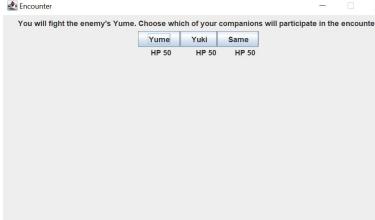
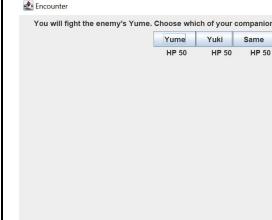
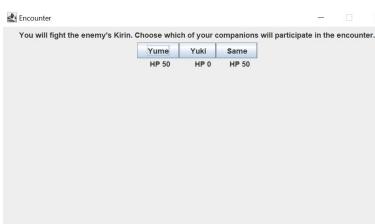
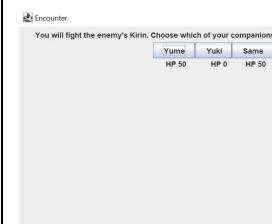
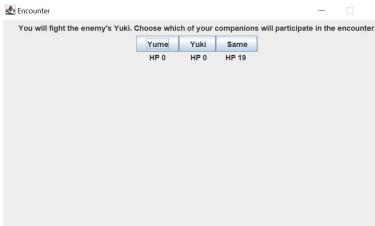
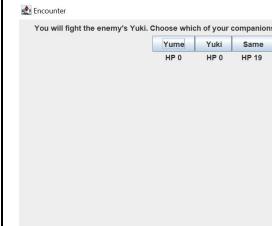
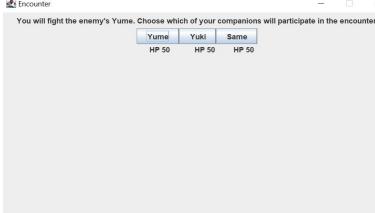
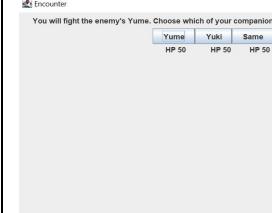
Test Case	Expected Result	Actual Result
Name: Clarissa Gender: Female Removed Companion: Kirin	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: Clarissa Gender: Female Companions: Yume Yuki Same	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: Clarissa Gender: Female Companions: Yume Yuki Same
Name: Anna Gender: Female Removed Companion: Yume	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: Anna Gender: Female Companions: Kirin Yuki Same	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: Anna Gender: Female Companions: Kirin Yuki Same
Name: Matthew Gender: Male Removed Companion: Yuki	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: Matthew Gender: Male Companions: Kirin Yume Same	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: Matthew Gender: Male Companions: Kirin Yume Same
Name: John Gender: Male Removed Companion: Same	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: John Gender: Male Companions: Kirin Yuki Yume	 Player Details <input type="checkbox"/> <input checked="" type="checkbox"/> Name: John Gender: Male Companions: Kirin Yuki Yume

II. Map Exploration

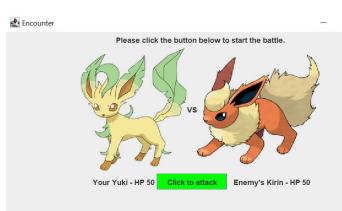
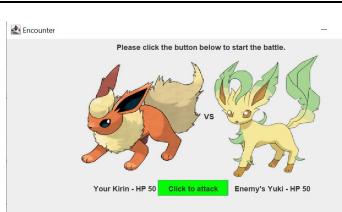
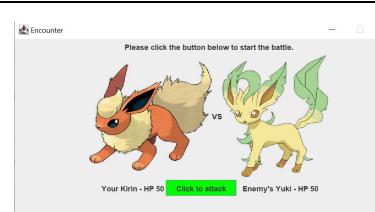
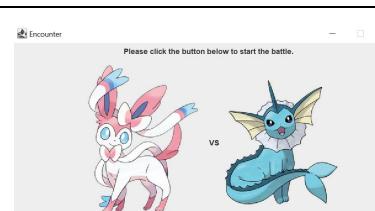
Test Case	Expected Result	Actual Result
<p>Case: The chosen position is valid.</p> <p>Previous Position (x,y): 1, 1 Chosen Position (x,y): 1, 2</p> 	<p>LEGEND: The Game</p> <p>Name: Clair Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing</p> 	<p>LEGEND: The Game</p> <p>Name: Clair Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing</p> 
<p>Case: The chosen position is invalid.</p> <p>Previous Position (x,y): 2, 5 Chosen Position (x,y): 3, 4</p> 	<p>LEGEND: The Game</p> <p>Name: Clair Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing</p> 	<p>LEGEND: The Game</p> <p>Name: Clair Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing</p> 
<p>Case: The chosen position lands on an obstruction.</p> <p>Previous Position (x,y): 3, 6 Chosen Position (x,y): 2, 6</p>	<p>LEGEND: The Game</p> <p>Name: Carla Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 23 move one unobstructed square diagonally Same 50 destroy an entire row of obstruction from where you are standing</p> 	<p>LEGEND: The Game</p> <p>Name: Carla Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 23 move one unobstructed square diagonally Same 50 destroy an entire row of obstruction from where you are standing</p> 



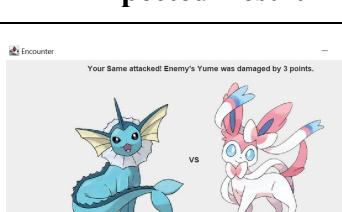
III. Encounter is Activated

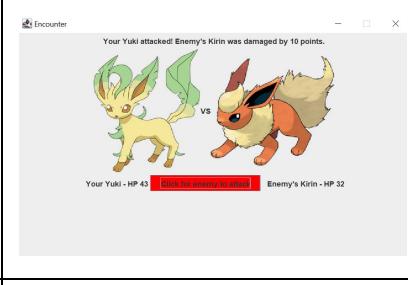
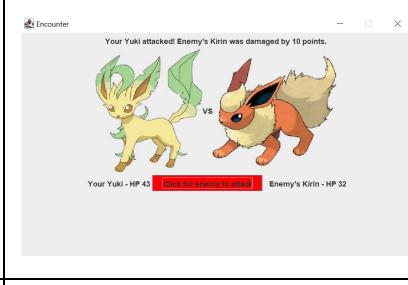
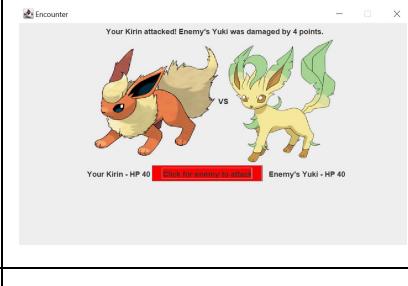
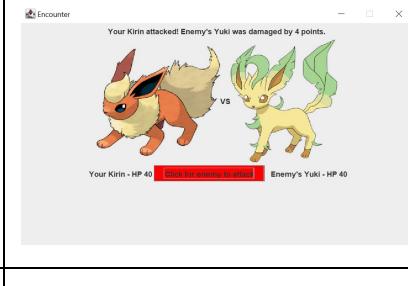
Test Case	Expected Result	Actual Result
NPC's Companion : Yume		
NPC's Companion : Kirin		
NPC's Companion : Yuki		
NPC's Companion : Yume		

IV. Choosing of Player's Companion for the Encounter

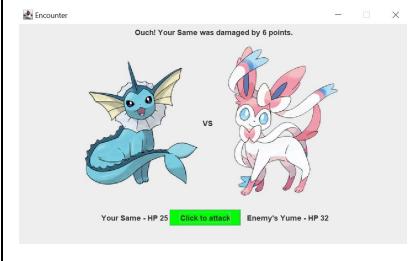
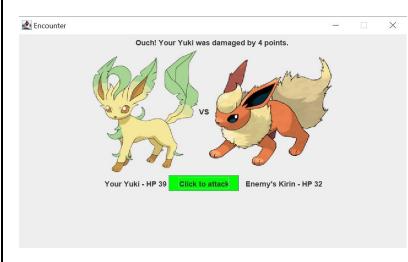
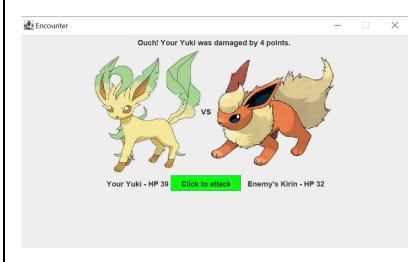
Test Case	Expected Result	Actual Result
Player's Companion & HP: Same 50 NPC's Companion & HP: Yume 50		
Player's Chosen Companion & HP: Yuki 50 NPC's Companion & HP: Kirin 50		
Player's Chosen Companion & HP: Kirin 50 NPC's Companion & HP: Yuki 50		
Player's Chosen Companion & HP: Yume 50 NPC's Companion & HP: Same 50		

V. Player's Companion Attack

Test Case	Expected Result	Actual Result
Player's Companion & HP: Same 19 NPC's Companion & HP: Yume 18		

Player's Companion & HP: Yuki 43 NPC's Companion & HP: Kirin 42	 <p>Your Yuki attacked! Enemy's Kirin was damaged by 10 points.</p> <p>Your Yuki - HP 42 Click to attack! Enemy's Kirin - HP 32</p>	 <p>Your Yuki attacked! Enemy's Kirin was damaged by 10 points.</p> <p>Your Yuki - HP 42 Click to attack! Enemy's Kirin - HP 32</p>
Player's Companion & HP: Kirin 40 NPC's Companion & HP: Yuki 44	 <p>Your Kirin attacked! Enemy's Yuki was damaged by 4 points.</p> <p>Your Kirin - HP 40 Click to attack! Enemy's Yuki - HP 40</p>	 <p>Your Kirin attacked! Enemy's Yuki was damaged by 4 points.</p> <p>Your Kirin - HP 40 Click to attack! Enemy's Yuki - HP 40</p>
Player's Companion & HP: Yume 50 NPC's Companion & HP: Same 50	 <p>Your Yume attacked! Enemy's Same was damaged by 9 points.</p> <p>Your Yume - HP 50 Click to attack! Enemy's Same - HP 41</p>	 <p>Your Yume attacked! Enemy's Same was damaged by 9 points.</p> <p>Your Yume - HP 50 Click to attack! Enemy's Same - HP 41</p>

VI. NPC's Companion Attack

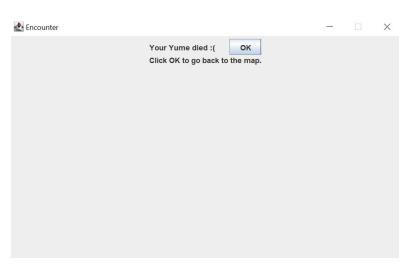
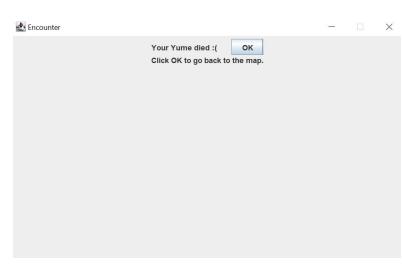
Test Case	Expected Result	Actual Result
Player's Companion & HP: Same 31 NPC's Companion & HP: Yume 32	 <p>Ouch! Your Same was damaged by 6 points.</p> <p>Your Same - HP 25 Click to attack! Enemy's Yume - HP 32</p>	 <p>Ouch! Your Same was damaged by 6 points.</p> <p>Your Same - HP 25 Click to attack! Enemy's Yume - HP 32</p>
Player's Companion & HP: Yuki 43 NPC's Companion & HP: Kirin 32	 <p>Ouch! Your Yuki was damaged by 4 points.</p> <p>Your Yuki - HP 39 Click to attack! Enemy's Kirin - HP 32</p>	 <p>Ouch! Your Yuki was damaged by 4 points.</p> <p>Your Yuki - HP 39 Click to attack! Enemy's Kirin - HP 32</p>

Player's Companion & HP: Kirin 40 NPC's Companion & HP: Yuki 40	<p>Your Kirin - HP 32 Click to attack Enemy's Yuki - HP 40</p>	<p>Your Kirin - HP 32 Click to attack Enemy's Yuki - HP 40</p>
Player's Companion & HP: Yume 41 NPC's Companion & HP: Same 50	<p>Your Yume - HP 45 Click to attack Enemy's Same - HP 61</p>	<p>Your Yume - HP 45 Click to attack Enemy's Same - HP 61</p>

VII. Encounter Result Screen

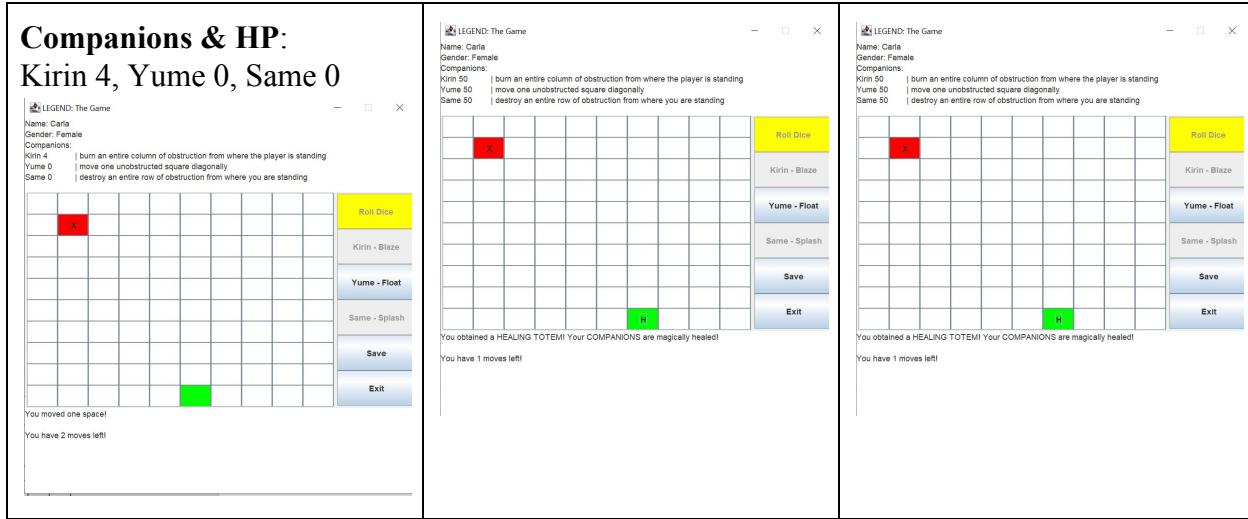
Test Case	Expected Result	Actual Result
Player's Companion: Same NPC's Companion: Yume	<p>Your Same died :(Click OK to go back to the map.</p>	<p>Your Same died :(Click OK to go back to the map.</p>
Player's Companion: Yuki NPC's Companion: Kirin	<p>You won! Your Yuki survived with 15 HP. Click OK to go back to the map.</p>	<p>You won! Your Yuki survived with 15 HP. Click OK to go back to the map.</p>
Player's Companion: Kirin NPC's Companion: Yuki	<p>Your Kirin died :(Click OK to go back to the map.</p>	<p>Your Kirin died :(Click OK to go back to the map.</p>

Player's Companion: Same
NPC's Companion: Yume



VIII. Healing Totem is Activated

Test Case	Expected Result	Actual Result
<p>Companions & HP: Yume 50, Yuki 0, Same 50</p> <p>You obtained a HEALING TOTEM! Your COMPANIONS are magically healed! You have 0 moves left!</p>	<p>LEGEND: The Game</p> <p>Name: Clair Gender: Female Companions:</p> <ul style="list-style-type: none"> Yume 50 move one unobstructed square diagonally Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing <p>You obtained a HEALING TOTEM! Your COMPANIONS are magically healed! You have 0 moves left!</p>	<p>LEGEND: The Game</p> <p>Name: Clair Gender: Female Companions:</p> <ul style="list-style-type: none"> Yume 50 move one unobstructed square diagonally Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing <p>You obtained a HEALING TOTEM! Your COMPANIONS are magically healed! You have 0 moves left!</p>
<p>Companions & HP: Kirin 50, Yuki 50, Same 11</p> <p>You obtained a HEALING TOTEM! Your COMPANIONS are magically healed! You have 0 moves left!</p>	<p>LEGEND: The Game</p> <p>Name: John Gender: Female Companions:</p> <ul style="list-style-type: none"> Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing <p>You obtained a HEALING TOTEM! Your COMPANIONS are magically healed! You have 0 moves left!</p>	<p>LEGEND: The Game</p> <p>Name: John Gender: Female Companions:</p> <ul style="list-style-type: none"> Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing <p>You obtained a HEALING TOTEM! Your COMPANIONS are magically healed! You have 0 moves left!</p>



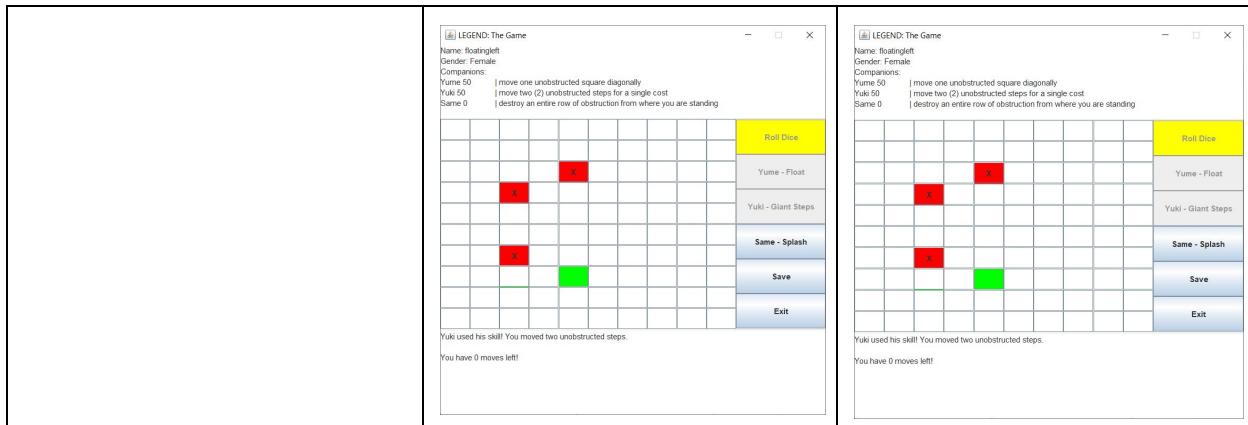
IX. Using Kirin's Skill

Test Case	Expected Result	Actual Result
Obstructions above and below player	<p>LEGEND: The Game Name: KirinUser1 Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 0 move one unobstructed square diagonally Same 0 destroy an entire row of obstruction from where you are standing</p> <p>You activated Kirin's skill! The column of your current position has been cleared of obstructions.</p>	<p>LEGEND: The Game Name: KirinUser1 Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 0 move one unobstructed square diagonally Same 0 destroy an entire row of obstruction from where you are standing</p> <p>You activated Kirin's skill! The column of your current position has been cleared of obstructions.</p>
Multiple obstructions above player	<p>LEGEND: The Game Name: KirinUser2 Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 0 destroy an entire row of obstruction from where you are standing</p> <p>You activated Kirin's skill! The column of your current position has been cleared of obstructions.</p>	<p>LEGEND: The Game Name: KirinUser2 Gender: Female Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yuki 50 move two (2) unobstructed steps for a single cost Same 0 destroy an entire row of obstruction from where you are standing</p> <p>You activated Kirin's skill! The column of your current position has been cleared of obstructions.</p>

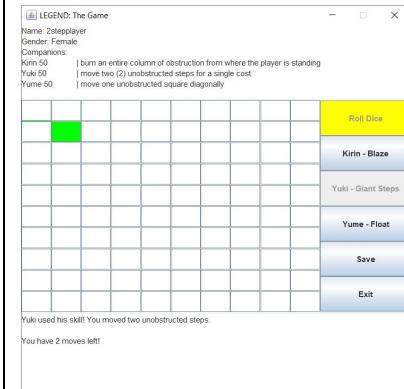
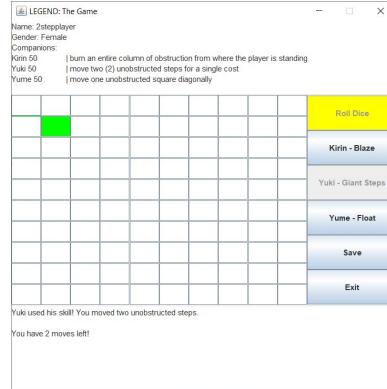
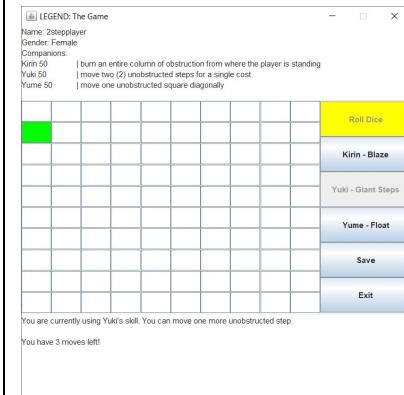
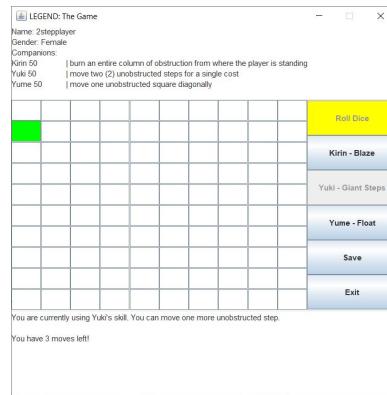
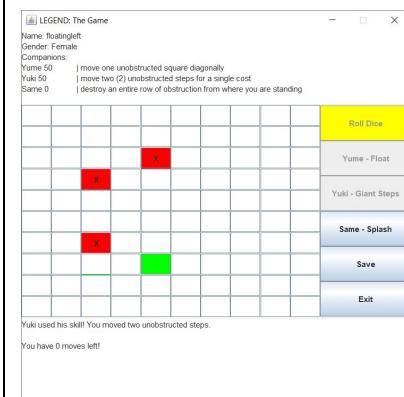
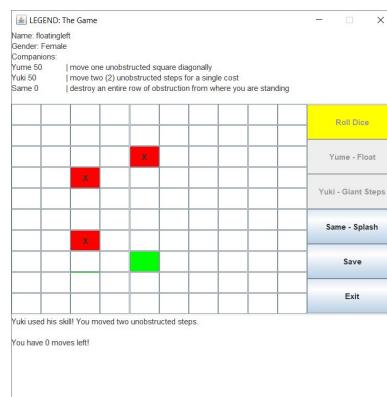
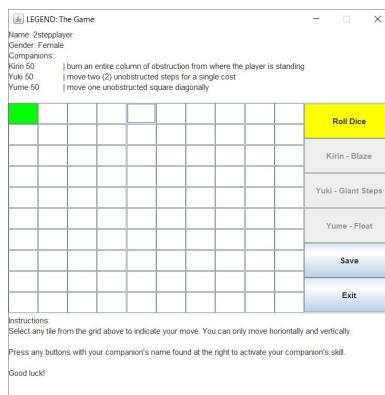
<h2>Multiple obstructions below player</h2>		

X. Using Yuki's Skill

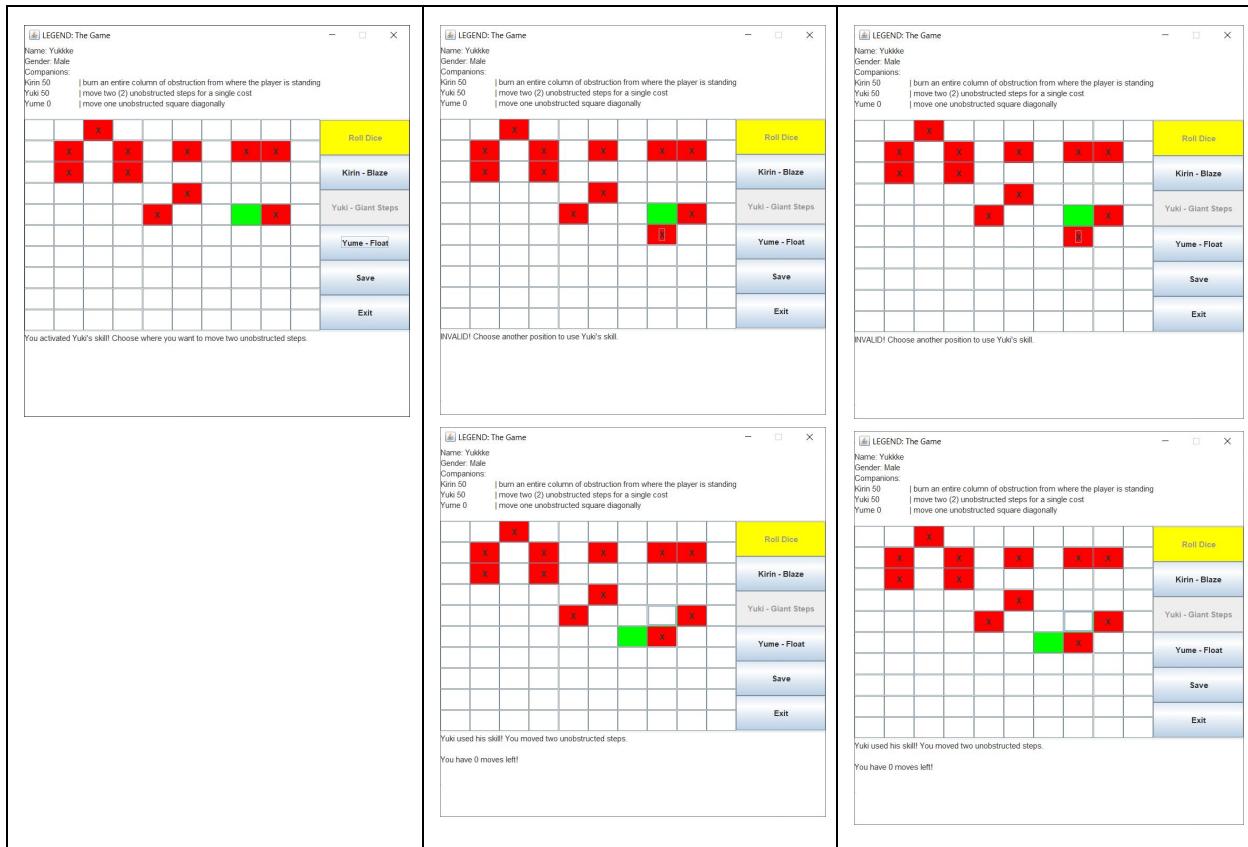
Test Case	Expected Result	Actual Result
<p>With 1 move left</p>		



Using at start of game



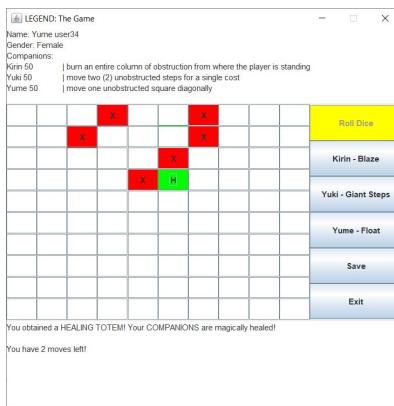
Choosing **obstructed** position



XI. Using Yume's Skill

Test Case	Expected Result	Actual Result
Moving to lower right in between obstructions <p>Test Case: Moving to lower right in between obstructions</p> <p>Name: Yukiseret133 Gender: Female Companions: Yume 20 move one unobstructed square diagonally Yume 50 move two (2) unobstructed steps for a single cost Same 50 destroy an entire row of obstruction from where you are standing</p> <p>Roll Dice Yume - Float Yuki - Giant Steps Same - Splash Save Exit</p> <p>Invalid move! Choose another position! You have 3 moves left!</p>	<p>Expected Result: The game board shows a green square at (Yume, 6) and a red 'X' at (Yume, 7). The status bar says "Yume used his skill! You moved one unobstructed step." The skill descriptions for Yume 0 mention "burn an entire column of obstruction from where the player is standing" and "move one unobstructed square diagonally".</p> <p>Actual Result: The game board shows a green square at (Yume, 6) and a red 'X' at (Yume, 7). The status bar says "Yume used his skill! You moved one unobstructed step." The skill descriptions for Yume 0 mention "burn an entire column of obstruction from where the player is standing" and "move one unobstructed square diagonally".</p>	<p>Expected Result: The game board shows a green square at (Yume, 6) and a red 'X' at (Yume, 7). The status bar says "Yume used his skill! You moved one unobstructed step." The skill descriptions for Yume 0 mention "burn an entire column of obstruction from where the player is standing" and "move one unobstructed square diagonally".</p> <p>Actual Result: The game board shows a green square at (Yume, 6) and a red 'X' at (Yume, 7). The status bar says "Yume used his skill! You moved one unobstructed step." The skill descriptions for Yume 0 mention "burn an entire column of obstruction from where the player is standing" and "move one unobstructed square diagonally".</p>

Moving to upper left in between obstructions



Legend: The Game
Name: Yume user34
Gender: Female
Companions:
Kirin 50 | burn an entire column of obstruction from where the player is standing
Yuki 50 | move two (2) unobstructed steps for a single cost
Yume 50 | move one unobstructed square diagonally

Roll Dice
Kirin - Blaze
Yuki - Giant Steps
Yume - Float
Save
Exit

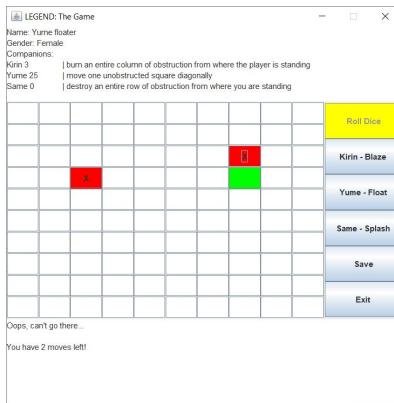
Yume used his skill! You moved one unobstructed step.
You have 1 moves left!

Legend: The Game
Name: Yume user34
Gender: Female
Companions:
Kirin 50 | burn an entire column of obstruction from where the player is standing
Yuki 50 | move two (2) unobstructed steps for a single cost
Yume 50 | move one unobstructed square diagonally

Roll Dice
Kirin - Blaze
Yuki - Giant Steps
Yume - Float
Save
Exit

Yume used his skill! You moved one unobstructed step.
You have 1 moves left!

Moving to upper right



Legend: The Game
Name: Yume floatier
Gender: Female
Companions:
Kirin 3 | burn an entire column of obstruction from where the player is standing
Yume 25 | move one unobstructed square diagonally
Same 0 | destroy an entire row of obstruction from where you are standing

Roll Dice
Kirin - Blaze
Yume - Float
Same - Splash
Save
Exit

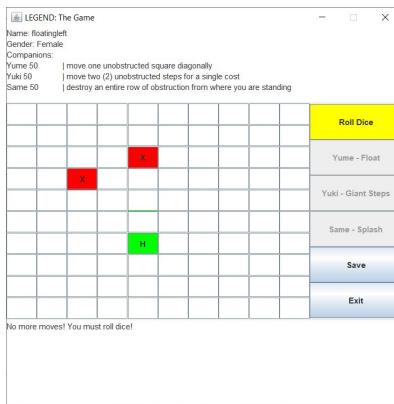
Yume used his skill! You moved one unobstructed step.
You have 1 moves left!

Legend: The Game
Name: Yume floatier
Gender: Female
Companions:
Kirin 3 | burn an entire column of obstruction from where the player is standing
Yume 25 | move one unobstructed square diagonally
Same 0 | destroy an entire row of obstruction from where you are standing

Roll Dice
Kirin - Blaze
Yume - Float
Same - Splash
Save
Exit

Yume used his skill! You moved one unobstructed step.
You have 1 moves left!

Moving to lower left



Legend: The Game
Name: floatingleft
Gender: Female
Companions:
Yume 50 | move one unobstructed square diagonally
Yuki 50 | move two (2) unobstructed steps for a single cost
Same 50 | destroy an entire row of obstruction from where you are standing

Roll Dice
Yume - Float
Yuki - Giant Steps
Same - Splash
Save
Exit

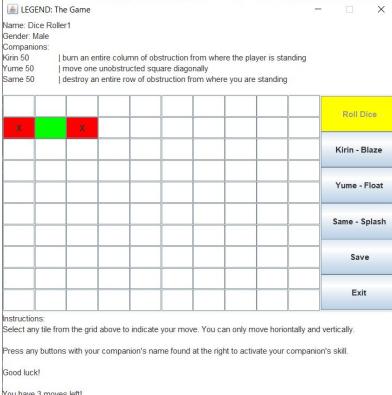
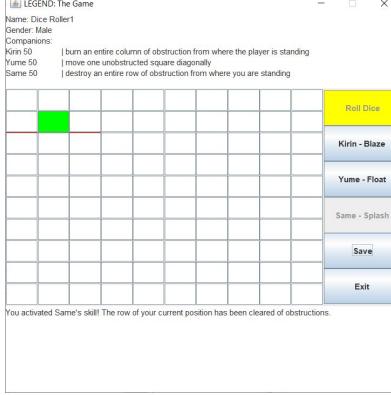
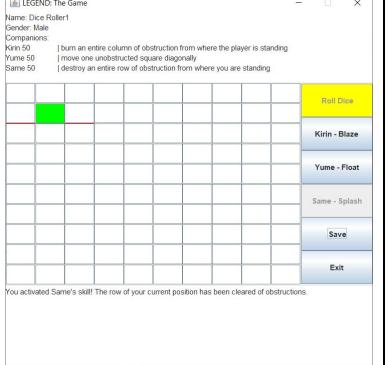
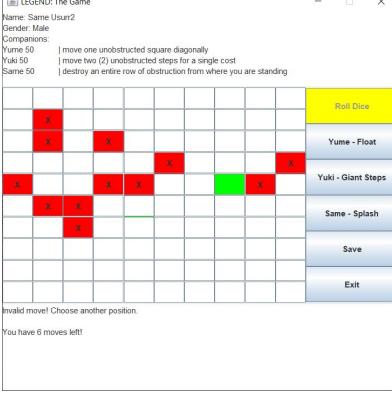
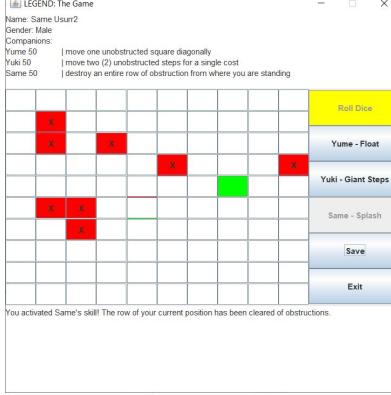
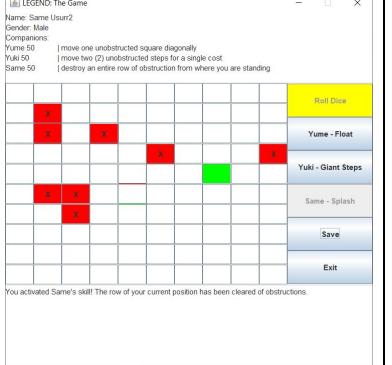
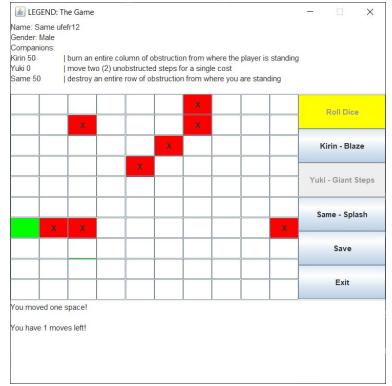
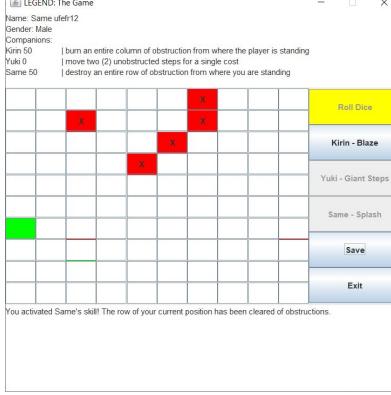
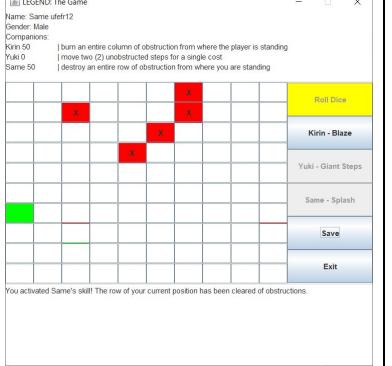
Yume used his skill! You moved one unobstructed step.
You have 2 moves left!

Legend: The Game
Name: floatingleft
Gender: Female
Companions:
Yume 50 | move one unobstructed square diagonally
Yuki 50 | move two (2) unobstructed steps for a single cost
Same 50 | destroy an entire row of obstruction from where you are standing

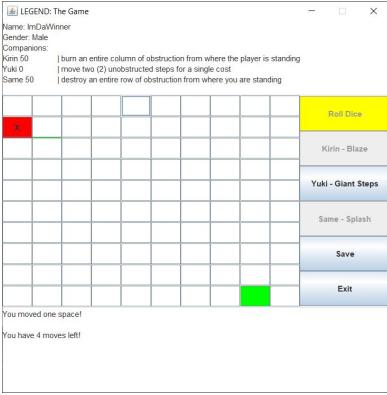
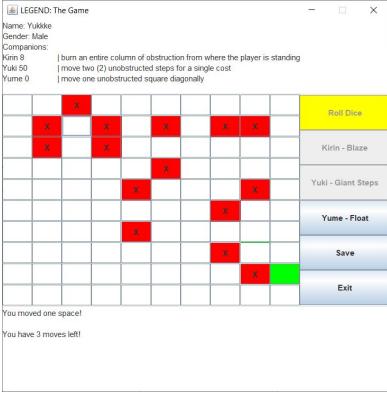
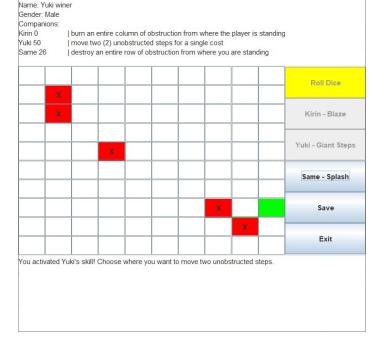
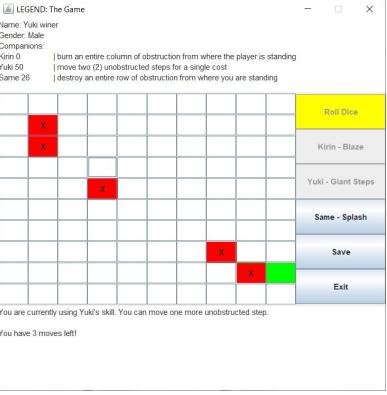
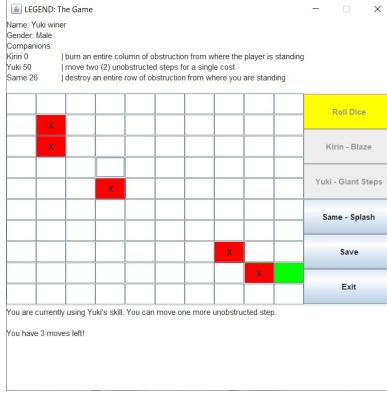
Roll Dice
Yume - Float
Yuki - Giant Steps
Same - Splash
Save
Exit

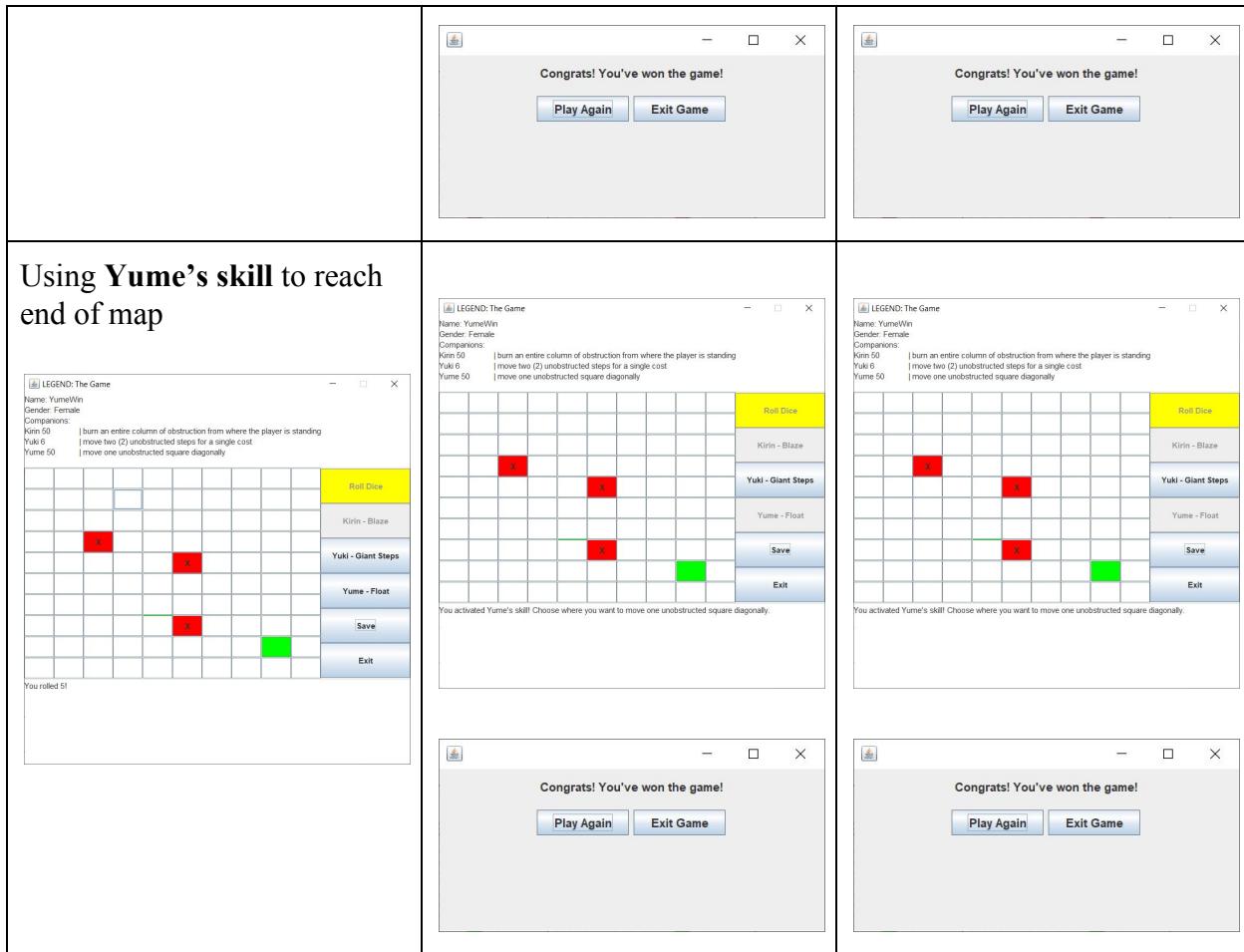
Yume used his skill! You moved one unobstructed step.
You have 2 moves left!

XII. Using Same's Skill

Test Case	Expected Result	Actual Result
Obstructions left and right of player <p></p> <p>Instructions: Select any tile from the grid above to indicate your move. You can only move horizontally and vertically. Press any buttons with your companion's name found at the right to activate your companion's skill. Good luck! You have 3 moves left!</p>	<p></p> <p>You activated Same's skill! The row of your current position has been cleared of obstructions.</p>	<p></p> <p>You activated Same's skill! The row of your current position has been cleared of obstructions.</p>
Multiple obstructions left of player <p></p> <p>Invalid move! Choose another position. You have 6 moves left!</p>	<p></p> <p>You activated Same's skill! The row of your current position has been cleared of obstructions.</p>	<p></p> <p>You activated Same's skill! The row of your current position has been cleared of obstructions.</p>
Multiple obstructions right of player <p></p> <p>You moved one space! You have 1 moves left!</p>	<p></p> <p>You activated Same's skill! The row of your current position has been cleared of obstructions.</p>	<p></p> <p>You activated Same's skill! The row of your current position has been cleared of obstructions.</p>

XIII. Reached the End of the Map

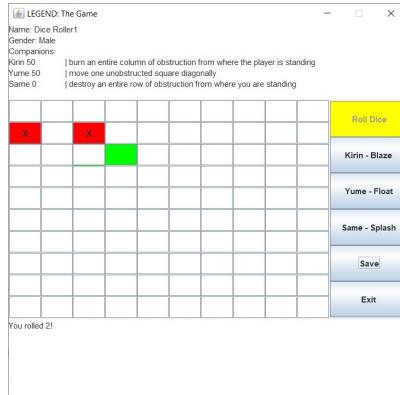
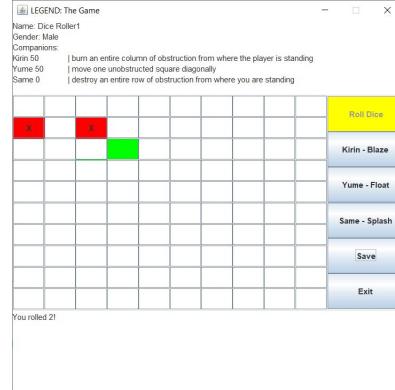
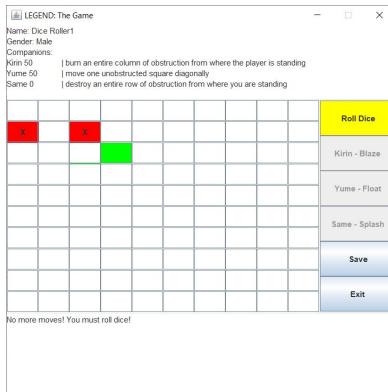
Test Case	Expected Result	Actual Result
<p>Reaching end of map from left</p>  <p>You moved one space! You have 4 moves left!</p>	 <p>Congrats! You've won the game!</p> <p>Play Again Exit Game</p>	 <p>Congrats! You've won the game!</p> <p>Play Again Exit Game</p>
<p>Reaching end of map from above</p>  <p>You moved one space! You have 3 moves left!</p>	 <p>Congrats! You've won the game!</p> <p>Play Again Exit Game</p>	 <p>Congrats! You've won the game!</p> <p>Play Again Exit Game</p>
<p>Using Yuki's skill to reach end of map</p>  <p>You activated Yuki's skill! Choose where you want to move two unobstructed steps.</p> <p>You have 3 moves left!</p>	 <p>Yuki - Giant Steps</p> <p>You are currently using Yuki's skill. You can move one more unobstructed step.</p> <p>You have 3 moves left!</p>	 <p>Yuki - Giant Steps</p> <p>You are currently using Yuki's skill. You can move one more unobstructed step.</p> <p>You have 3 moves left!</p>



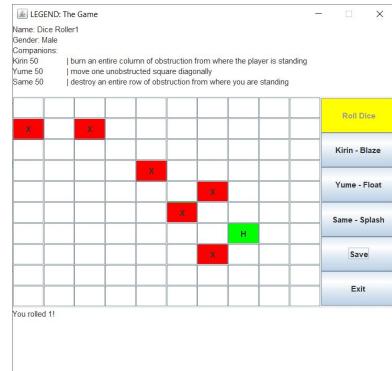
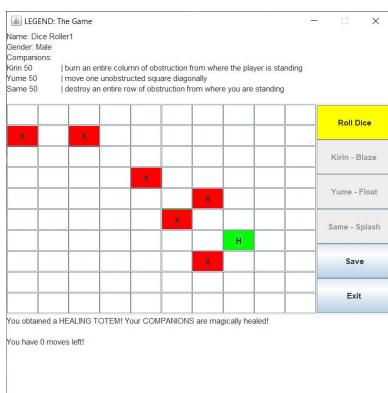
XIV. Clicked Roll Dice Button

Test Case	Expected Result	Actual Result
<p>Rolling dice at start of game</p> <p>You activated Dice Roller's skill! Choose where you want to move one unobstructed square diagonally.</p>		

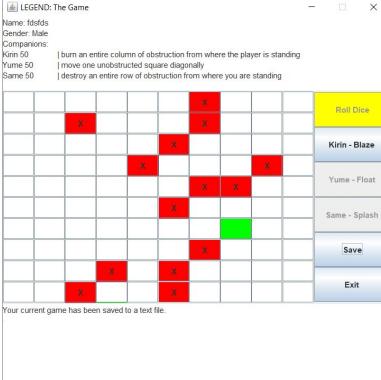
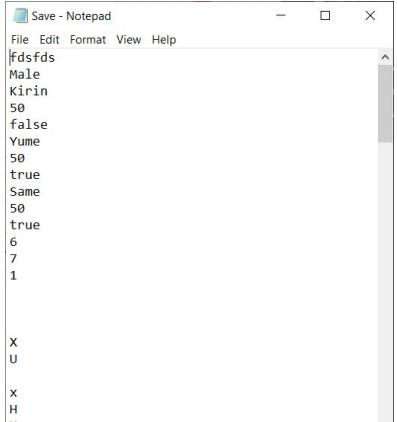
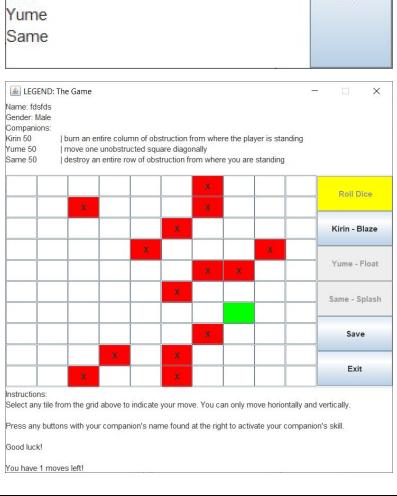
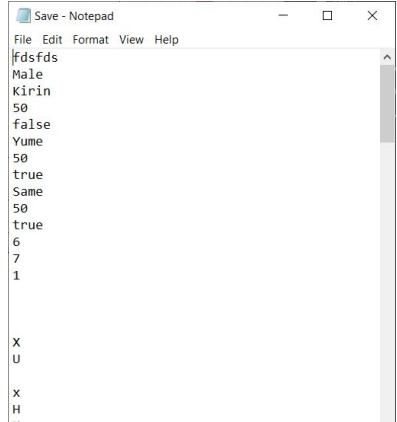
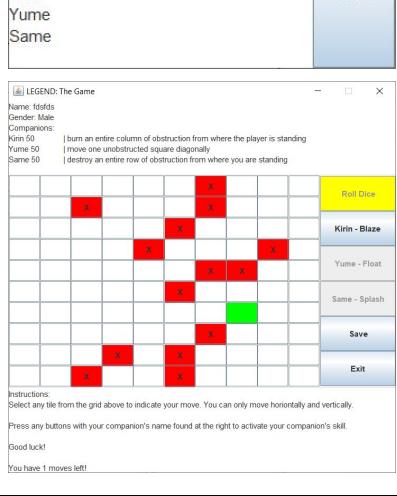
Rolling dice in middle of game



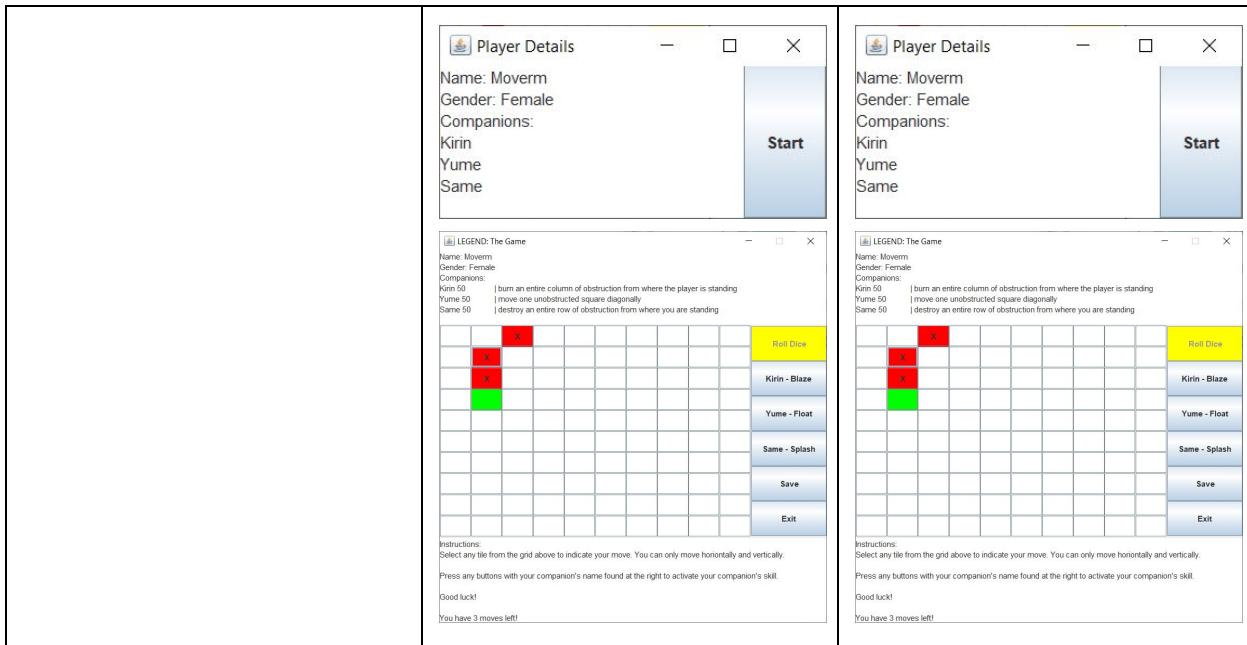
Rolling dice after encountering a healing totem



XV. Clicked Save Button

Test Case	Expected Result	Actual Result
<p>Previously used skills</p>  <p>Name: fdsfds Gender: Male Companions: Kirin Yume Same</p> <p>Legend: Roll Dive, Kirin - Blaze, Yume - Float, Same - Splash, Save, Exit.</p> <p>Your current game has been saved to a text file.</p>	<p>Save.txt</p>  <pre>Save - Notepad File Edit Format View Help fdsfds Male Kirin 50 false Yume 50 true Same 50 true 6 7 1 X U X H K X</pre> <p>Ln 1, Col 1 100% Unix (LF) UTF-8</p> <p>Player Details</p> <p>Name: fdsfds Gender: Male Companions: Kirin Yume Same</p> <p>Start</p>  <p>Instructions: Select any tile from the grid above to indicate your move. You can only move horizontally and vertically. Press any button with your companion's name found at the right to activate your companion's skill. Good luck! You have 1 moves left!</p>	<p>Save.txt</p>  <pre>Save - Notepad File Edit Format View Help fdsfds Male Kirin 50 false Yume 50 true Same 50 true 6 7 1 X U X H K X</pre> <p>Ln 1, Col 1 100% Unix (LF) UTF-8</p> <p>Player Details</p> <p>Name: fdsfds Gender: Male Companions: Kirin Yume Same</p> <p>Start</p>  <p>Instructions: Select any tile from the grid above to indicate your move. You can only move horizontally and vertically. Press any button with your companion's name found at the right to activate your companion's skill. Good luck! You have 1 moves left!</p>
<p>Previously encountered obstructions</p>	<p>Save.txt</p>	<p>Save.txt</p>

<p>Name: fdfsds Gender: Male Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 50 move one unobstructed square diagonally Same 50 destroy an entire row of obstruction from where you are standing</p> <p>Player Details</p> <p>Name: fdfsds Gender: Male Companions: Kirin Yume Same</p> <p>Save.txt</p> <pre>Save - Notepad File Edit Format View Help fdfsds Male Kirin 50 false Yume 50 false Same 50 false 9 3 4 X U X H K X</pre>	<p>Name: fdfsds Gender: Male Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 50 move one unobstructed square diagonally Same 50 destroy an entire row of obstruction from where you are standing</p> <p>Player Details</p> <p>Name: fdfsds Gender: Male Companions: Kirin Yume Same</p> <p>Save.txt</p> <pre>Save - Notepad File Edit Format View Help fdfsds Male Kirin 50 false Yume 50 false Same 50 false 9 3 4 X U X H K X</pre>	<p>Name: fdfsds Gender: Male Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 50 move one unobstructed square diagonally Same 50 destroy an entire row of obstruction from where you are standing</p> <p>Player Details</p> <p>Name: fdfsds Gender: Male Companions: Kirin Yume Same</p> <p>Save.txt</p> <pre>Save - Notepad File Edit Format View Help fdfsds Male Kirin 50 false Yume 50 false Same 50 false 9 3 4 X U X H K X</pre>
<h3>Player still has unused moves</h3> <p>You moved one space! You have 3 moves left!</p> <p>Name: fdfsds Gender: Male Companions: Kirin 50 burn an entire column of obstruction from where the player is standing Yume 50 move one unobstructed square diagonally Same 50 destroy an entire row of obstruction from where you are standing</p> <p>Player Details</p> <p>Name: fdfsds Gender: Male Companions: Kirin Yume Same</p> <p>Save.txt</p> <pre>Save - Notepad File Edit Format View Help fdfsds Male Kirin 50 false Yume 50 false Same 50 false 9 3 4 X U X H K X</pre>	<p>Save.txt</p> <pre>Save - Notepad File Edit Format View Help fdfsds Male Kirin 50 false Yume 50 false Same 50 false 9 3 4 X U X H K X</pre>	<p>Save.txt</p> <pre>Save - Notepad File Edit Format View Help fdfsds Male Kirin 50 false Yume 50 false Same 50 false 9 3 4 X U X H K X</pre>



XVI. Game Result Screen

Test Case	Expected Result	Actual Result
Case: The player has reached the end of the map	A window titled 'Congrats! You've won the game!' with 'Play Again' and 'Exit Game' buttons.	A window titled 'Congrats! You've won the game!' with 'Play Again' and 'Exit Game' buttons.
Case: All of the companions of the player have died.	A window titled 'You've lost! All your companions have died :(' with 'Play Again' and 'Exit Game' buttons.	A window titled 'You've lost! All your companions have died :(' with 'Play Again' and 'Exit Game' buttons.
Case: The player clicked the "Exit" button found in the map screen.	A window titled 'Sad to see you go :(Hope to see you again!' with 'Play Again' and 'Exit Game' buttons.	A window titled 'Sad to see you go :(Hope to see you again!' with 'Play Again' and 'Exit Game' buttons.