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 CS 162
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Project 3 Test Plan

Input Validation						
Calling Function	Variable	Test Case	Input Values	Driver Functions	Expected Outcomes	Actual Outcomes
mainMenuValidate()	userIn	Negative number	userIn<0	Game::mainMenu	Please re-enter your choice as an integer 1 (Play a game) or 2 (Quit the game): User prompted to enter new value	Please re-enter your choice as an integer 1 (Play a game) or 2 (Quit the game): User prompted to enter new value
		Out of bounds: High	userIn>2			
		Out of bounds: Low	userIn<1			
		First digit: Letter	userIn==a			
		First digit: Non-numeric	userIn==_1			
		First digit: Blank	userIn== 1			
		Space	userIn==' '			
		Multiple digits	userIn==12			
		Correct range	userIn==1		Return int value 1	Return int value 1
selectionMenuValidate()	userIn	Negative number	userIn<0	Game::selectionMenu()	Please re-enter your choice as an integer less than << count << or greater than 0	Please re-enter your choice as an integer less than 6 or greater than 1
		Out of bounds: High	userIn>6			
		Out of bounds: Low	userIn<1			
		First digit: Letter	userIn==a			
		First digit: Non-numeric	userIn==_1			
		First digit: Blank	userIn== 1			
		Space	userIn==' '			

		Multiple digits	userIn==12		User prompted to enter new value	User prompted to enter new value
		Correct range	userIn==3		Return int value 3	Return int value 3

Program Validation		
Test Case	Expected Outcome	Actual Outcome
Select two of the same combatants	Added title to each name. "Good" and "Evil" versions created prior to fight.	"Good" and "Evil" added to names. Battles now stuck in infinite loop. Need revision
Vampire Special Ability	50% of the time Vampire can negate enemy attack	Vampire can negate enemy attack 50% of time.
Blue Men special ability	One defense die is removed for every 4 points of damage	A defense die is removed for every instance Blue Men are below 9 strength. Results in irregular outcomes.
Medusa special ability	Using "Glare" ability instantly kills opponent	Large attack value eliminates opponent. No "instant death" function however.
Harry Potter special ability	Harry Potter is killed, is revived, and returns with strength of 20	When Harry Potter is killed, he revives, and returns with strength of 20. Perfecto.
Battle between two different combatants	Combatants fight until one's strength is exhausted. Game prompts user to play again or exit	Player is prompted to play again or exit after one character dies.
Select play again after end of battle	Old class objects are deleted, new ones can be selected while retaining same Game class object	Instances of class objects are deallocated within same Game class.