Nate Ruble
CS 300
Homework 3

Test Case	Description	Start State	Steps	Expected Results	Observed Results	PASS
TC.1	Verify that walking off the north edge resets player position	Location: (12,12) Energy: 100 Whiffles: 100 Message: "Welcome to the island …"	[N]*14	Location: (12,12) Energy: 86 Whiffles: 100 Message: "YIKES! You've walked off the edge of the world - you've been relocated"	Location: (12,12) Energy: 86 Whiffles: 100 Message: "YIKES! You've walked off the edge of the world - you've been relocated!"	Y
TC.2	Verify that walking off the south edge resets player position	Location: (12,12) Energy: 100 Whiffles: 100 Message: "Welcome to the island …"	[S]*12	Location: (12,12) Energy: 88 Whiffles: 100 Message: "YIKES! You've walked off the edge of the world - you've been relocated"	Location: (0,12) Energy: 88 Whiffles: 100 Message: "Walking South"	N
TC.3	Verify that walking off the east edge resets player position	Location: (12,12) Energy: 100 Whiffles: 100 Message: "Welcome to the island …"	[E]*14	Location: (12,12) Energy: 86 Whiffles: 100 Message: "YIKES! You've walked off the edge of the world - you've been relocated"	Location: (12,0) Energy: 86 Whiffles: 100 Message: "YIKES! You've walked off the edge of the world - you've been relocated"	N
TC.4	Verify that walking off the west edge resets player position	Location: (12,12) Energy: 100 Whiffles: 100 Message: "Welcome to the island …"	[W]*12	Location: (12,12) Energy: 88 Whiffles: 100 Message: "YIKES! You've walked off the edge of the world - you've been relocated"	Location: (12,0) Energy: 88 Whiffles: 100 Message: "Walking West"	N
TC.5	Verify that running out of energy causes the player to be reset with 10	Location: (12,12) Energy: 12 Whiffles: 100 Message: "Welcome to	[N]*12	Location: (12,12) Energy: 10 Whiffles: 100 Message: "You ran out of energy and died. However,	Location: (12,12) Energy: 10 Whiffles: 100 Message: "You ran out of energy and died. However, you	Y

	energy	the island …”		you have been resurrected”	have been resurrected”	
TC.6	Verify that stepping in a bog costs two points of energy rather than one	Location: (1,4) Energy: 100 Whiffles: 100 Message: “Welcome to the island …”	[E]	Location: (1,5) Energy: 98 Whiffles: 100 Message: “YUCK! You've stepped into a bog and used up an extra energy point”	Location: (1,5) Energy: 98 Whiffles: 100 Message: “YUCK! You've stepped into a bog and used up an extra energy point”	Y
TC.7	Verify that each step taken on normal ground costs one energy	Location: (12,12) Energy: 100 Whiffles: 100 Message: “Welcome to the island …”	[N]*10 [E]*10 [S]*10 [W]*10	Location: (12,12) Energy: 60 Whiffles: 100 Message: “Walking West”	Location: (12,12) Energy: 60 Whiffles: 100 Message: “Walking West”	Y
TC.8	Verify that setting current position outside of possible range resets player to center	Location: (12,12) Energy: 100 Whiffles: 100 Message: “Welcome to the island …”	Set current location field to 30,30 [N]	Location: (12,12) Energy: 99 Whiffles: 100 Message: “YIKES! You've walked off the edge of the world - you've been relocated”	Location: (12,12) Energy: 99 Whiffles: 100 Message: “YIKES! You've walked off the edge of the world - you've been relocated”	Y
TC.9	Verify that setting energy to below zero causes the player to die.	Location: (12,12) Energy: 100 Whiffles: 100 Message: “Welcome to the island …”	Set energy field to -1 [N]	Location: (12,12) Energy: 10 Whiffles: 100 Message: “You ran out of energy and died. However, you have been resurrected”	Location: (12,12) Energy: -2 Whiffles: 100 Message: “Walking North”	N
TC.10	Verify that entering a swamp while at one energy kills player	Location: (1,4) Energy: 1 Whiffles: 100 Message: “Welcome to the island …”	[E]	Location: (12,12) Energy: 10 Whiffles: 100 Message: “You ran out of energy and died. However, you have been resurrected”	Location: (1,5) Energy: -1 Whiffles: 100 Message “YUCK! You've stepped into a bog and used up an extra energy point”	N