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Group: proj01 5

**Test Case Disambiguation**

1. **Test Case 1:** Implement a test case that will test the functionality of the opening menu. After a user has entered the game, a text-based menu relying on the input of an integer being a 1, 2, or 3. Have a test case ensuring that a user input is valid for the opening menu, stating the test case as test\_*mainMenu.* The program should ensure that an illegal value (not 1, 2, or 3) will result in the user being asked for another input. If it successfully reiterates, it should assert as a success.
2. **Test Case 2:** Implement a test case to test the functionality of the puzzle answering mechanism. The test case should ask a random puzzle question and pass in a correct answer. After this occurs, the case should assert that the Boolean value is passed back as “true.” This test case can go by the name of *test\_Encounters****.***
3. **Test Case 3**: Implement a test case that causes a lose condition that will end the game. Instantiate a character with one attribute equal to 0 (Intelligence, Money, or Time) and ensure that the Game State passes a false back. Assert that the game state is false, using the method name test\_checkScore.
4. **Test Case 4:** Implement a test case with previously instantiated character attributes to ensure working capacity of high score translation. The function should call test\_calculateHighScores and return a value that uses the standard multipliers for Intelligence, Money, and Time (Using values 10, 5, and 3 respectively) and make sure that the high score is calculated correctly. This can use the name *test\_calculateHighScore*.
5. **Test Case 5:** Implement a test case that tests to see when a user does not select the move function. For simplicity, we will use the test\_readTechnical\_Papers method. Using a character that is already instantiated with 100 Intelligence, call the method listed above and assert that Intelligence for the same character is now equal to 120. If this assertion passes, the test case is a success. For congruity’s sake, we will use the name *test\_teadTechnical\_Papers* to delineate the purpose of this test.