Task ref	Description	Inputs	Expected outputs	Actual Outputs	PASS/FAIL
1	Open new game	user inputs name	starts a new game with character with given name at level 1, in house, in home town	as expected	PASS
2	Savegame onto txt using bed	interact with bed and choose to continue	Game is saved and user is told to continue	as expected	PASS
3	Loadgame from savegame, 0 items	choose load at startup and type name asociated with file	game resumes with user stats corresponding to those of previous save time and location	as expected	PASS
4	loadgame from savegame, with items (multiple pots)	same as above but with multiple items in particular multiple pots to see if the correct count is returned	same number of pots as before, other items in bag. Also check if weapon/shield/armour stats are accounted for in user stats	as expected	PASS
5	try load game with non existing savegame file	enter incorrect savegame name	prints error statement and starts new game with given name	as expected	PASS
6	enter value other than desired input for move	entered wrong instruction for move	prints error statement with menu of options	as expected	PASS
7	show stats	enter stats in menu	prints user stats and bag contents	as expected	PASS
8	check if stats increase on buying weapon/armour/shield	buy a stat boosting item	user stats should increase	as expected	PASS
9	purchase item of same type (weapon, shield, armour) and replace old one when told not possible	try to purchase item of same type (not pot)	given error message and asked if user prefers to replace	as expected	PASS
10	difference in hit points after a battle	check post battle Hp	value should be lower than before	as expected	PASS
11	win a battle	attack enemy to victory	enemy is defeated and user returned to map	as expected	PASS
12	level up	win battles to gain sufficient EXP	level up message should be printed and user stats updated	as expected	PASS
13	use health potion in battle	select option 2 in battle and use pot	hit points are increased by associated amount to type of pot	as expected	PASS
14	run away from a battle	select option 3 in battle and get away successfully	user returned to map	as expected	PASS
15	get blocked from running away from a battle	select option 3 in battle and fail to get away	user still in battle	as expected	PASS
16	get gold from killing an enemy	go into battle	user gold increased after battle		PASS
17	die in battle	run out of hp in battle	be taken back to last save location	as expected	PASS