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CCPROG1 S19A | Machine Project

GitHub link: <https://github.com/ejsadiarin/year1-term1-mp-harvest-sun>

Function Name	#	Test Description	Sample Input (passed to a function)	Expected Result	Actual Result	Pass/Fail
checkIfDead	1	Hunger reaches maximum limit	player->starvedDay = 4 isPlayerDead = true	You died due to starvation. Git gud!	You died due to starvation. Git gud!	Pass
checkIfDead	2	Hunger reaches first stage	player->starvedDay = 1 isPlayerDead = false	[STARVATION WARNING]: your hunger status increased! [REMINDER]: Make sure to have enough gold (10g) to eat breakfast " "next day [REMINDER]: If your hunger becomes 3/3, you will INEVITABLY DIE " "the next day	[STARVATION WARNING]: your hunger status increased! [REMINDER]: Make sure to have enough gold (10g) to eat breakfast " "next day [REMINDER]: If your hunger becomes 3/3, you will INEVITABLY DIE " "the next day	Pass
checkIfDead	3	Hunger limit reaches final stage	player->starvedDay = 3 isPlayerDead = false	[STARVATION DISASTER]: YOUR HUNGER IS NOW 3/3, you will " "INEVITABLY DIE the next day.	[STARVATION DISASTER]: YOUR HUNGER IS NOW 3/3, you will " "INEVITABLY DIE the next day.	Pass
goHome	4	Updating player status for the next day (day, gold, energy) and farm water status for the day	player->gold = 50 player->day = 18 player->energy = 0 farm->isBananaWatered = true; farm->isMangoWatered = true; farm->isCornWatered = false;	player->gold = 40 player->day = 19 player->energy = 30 farm->isBananaWatered = false; farm->isMangoWatered = false; farm->isCornWatered = false;	player->gold = 40 player->day = 19 player->energy = 30 farm->isBananaWatered = false; farm->isMangoWatered = false; farm->isCornWatered = false;	Pass
goHome	5	Exit or end	player->starvedDay = 4	You died due to starvation. Git gud!	You died due to starvation. Git gud!	Pass

		program if player is dead	isPlayerDead = true			
goHome	6	Reaches a Calamity day	player->day = 20	[CALAMITY INCOMING..] (display calamity effect)	[CALAMITY INCOMING..] (display calamity effect)	Pass
goToFarm	7	Player chooses a farm action	playerChoice = 1	You chose to till plots	You chose to till plots	Pass
goToFarm	8	Player does not do any farm actions and goes back to main menu	playerChoice = 5	Going back to main menu... (displays main menu interface)	Going back to main menu... (displays main menu interface)	Pass
goToFarm	9	Player chooses an invalid option	playerChoice = 7	[INVALID INPUT] Enter numbers 1-5 only.	[INVALID INPUT] Enter numbers 1-5 only.	Pass
goToShop	10	Player chooses a shop action	playerChoice = 1	You chose to buy seeds!	You chose to buy seeds!	Pass
goToShop	11	Player does not do any shop actions and chooses to go back to main menu	playerChoice = 3	Going back to main menu... (display main menu interface)	Going back to main menu... (display main menu interface)	Pass
goToShop	12	Player chooses an invalid option	playerChoice = 7	[INVALID INPUT] Enter numbers 1-3 only.	[INVALID INPUT] Enter numbers 1-3 only.	Pass
tillPlots	13	Player passes all conditions and selects a valid range for plots	player->energy = 20 farm->untilledPlots = 30 plotsToTillAmount = 10	NOTICE: Farm has been updated player->energy = 10 farm->untilledPlots = 20 farm->tilledPlots = 10	NOTICE: Farm has been updated player->energy = 10 farm->untilledPlots = 20 farm->tilledPlots = 10	Pass
tillPlots	14	Player inputs	plotsToTillAmount = 50	Not enough untilled plots to till	Not enough untilled plots to till	Pass

		invalid number for plots				
tillPlots	15	Player did not met a condition	player->energy = 10 plotsToTillAmount = 30	Energy is not sufficient.	Energy is not sufficient.	Pass
sowSeeds	16	Player met all the conditions and has a valid input	farm->bananaPlots = 0 player->energy = 30 player->bananaSeeds = 20 farm->tilledPlots = 20	NOTICE: Farm has been updated farm->bananaPlots = 20 player->energy = 10 player->bananaSeeds = 0	NOTICE: Farm has been updated farm->bananaPlots = 20 player->energy = 10 player->bananaSeeds = 0	Pass
sowSeeds	17	Player did not meet a condition	farm->tilledPlots = 10 seedsToSowAmount = 30	Not enough tilled plots to sow 30 seeds	Not enough tilled plots to sow 30 seeds	Pass
sowSeeds	18	Player inputs an invalid type of seed	seedType = 4	[INVALID INPUT] Enter 1-3 only. (enter 0 to cancel) Enter type of seed to sow (enter 0 to cancel):	[INVALID INPUT] Enter 1-3 only. (enter 0 to cancel) Enter type of seed to sow (enter 0 to cancel):	Pass
waterCrops	19	If all conditions are met	cropType = 1 farm->mangoPlots = 5 player->energy = 10 farm->mangoWaterAmount = 5 farm->isMangoWatered = false farm->canHarvestMango = false	Successfully watered mango crops! player->energy = 5 farm->mangoWaterAmount = 6 farm->isMangoWatered = true farm->canHarvestMango = false	Successfully watered mango crops! player->energy = 5 farm->mangoWaterAmount = 6 farm->isMangoWatered = true farm->canHarvestMango = false	Pass
waterCrops	20	A type of crop reaches the "ready to harvest" status	farm->canHarvestMango = true farm->mangoWaterAmount = 8	Your mango crops are now ready to be harvested!	Your mango crops are now ready to be harvested!	Pass
waterCrops	21	If player did not meet a condition	farm->isMangoWatered = true	Mango crops are already watered for the day. Go to the next day to water the same type of crop	Mango crops are already watered for the day. Go to the next day to water the same type of crop	Pass
harvestCrops	22	If all	cropType = 1	Bountiful HARVEST!	Bountiful HARVEST!	Pass

		conditions are met	farm->canHarvestBanana = true player->energy = 30 farm->bananaPlots = 20 farm->bananaWaterAmount = 4 farm->untilledPlots = 0 farm->tilledPlots = 30	You harvested 20 crops of banana farm->canHarvestBanana = false player->energy = 10 farm->bananaPlots = 0 farm->bananaWaterAmount = 0 farm->untilledPlots = 20 farm->tilledPlots = 10	You harvested 20 crops of banana farm->canHarvestBanana = false player->energy = 10 farm->bananaPlots = 0 farm->bananaWaterAmount = 0 farm->untilledPlots = 20 farm->tilledPlots = 10	
harvestCrops	23	If a condition is not met to harvest crops	farm->canHarvestBanana = false farm->bananaWaterAmount = 1	Not enough water to harvest banana crops. Your banana crop water status: 1/4	Not enough water to harvest banana crops. Your banana crop water status: 1/4	Pass
harvestCrops	24	Player has an invalid input	cropType = 4	[INVALID INPUT] Enter 1-3 only. (enter 0 to cancel) Enter type of crop to harvest (enter 0 to cancel):	[INVALID INPUT] Enter 1-3 only. (enter 0 to cancel) Enter type of crop to harvest (enter 0 to cancel):	Pass
buySeeds	25	If have enough gold to buy desired amount of bag of seeds	player->gold = 70 seedType = 3 seedAmount = 10 player->cornSeeds = 0	You successfully bought 10 bags of corn seeds! -50 gold player->gold = 20 player->cornSeeds = 10	You successfully bought 10 bags of corn seeds! -50 gold player->gold = 20 player->cornSeeds = 10	Pass
buySeeds	26	If gold amount is not met	player->gold = 10 seedType = 2 seedAmount = 10	Not enough gold to buy 10 bag of seeds	Not enough gold to buy 10 bag of seeds	Pass
buySeeds	27	Player did not buy anything	seedAmount = 0	You bought nothing...	You bought nothing...	Pass
buySeeds	28	Player cancels shop action	seedType = 0	Cancelling action...	Cancelling action...	Pass
sellCrops	29	Player sold a crop	cropType = 1 cropsAmount = 7 player->bananaCrops = 7	You successfully sold 7 kg of banana crops +28 gold acquired.	You successfully sold 7 kg of banana crops +28 gold acquired.	Pass

			player->gold = 7	player->gold = 35 player->bananaCrops = 0	player->gold = 35 player->bananaCrops = 0	
sellCrops	30	Player has an invalid input	cropsAmount = -20	[INVALID INPUT] Your input amount is less than 0. Enter amount kilograms (kg) of crops to sell:	[INVALID INPUT] Your input amount is less than 0. Enter amount kilograms (kg) of crops to sell:	Pass
sellCrops	31	Player did not sell anything	cropsAmount = 0	You sold nothing...	You sold nothing...	Pass
sellCrops	32	Player cancels shop action	cropType = 0	Cancelling action...	Cancelling action...	Pass
cancelAction	33	Player cancels an action	input = 0	Cancelling action... (displays main menu)	Cancelling action... (displays main menu)	Pass
cancelAction	34	Player do not cancel its input	input = 1	0	0	Pass
typhoonCalamity	35	Player day triggers this calamity successfully	player->day = 20 farm->untilledPlots = 10; farm->tilledPlots = 20; farm->bananaPlots = 12; farm->mangoPlots = 3; farm->cornPlots = 5;	!!!!!! INCOMING TYPHOON! !!!!!!! All plots in the farm have been destroyed... farm->untilledPlots = 30; farm->tilledPlots = 0; farm->bananaPlots = 0; farm->mangoPlots = 0; farm->cornPlots = 0;	!!!!!! INCOMING TYPHOON! !!!!!!! All plots in the farm have been destroyed... farm->untilledPlots = 30; farm->tilledPlots = 0; farm->bananaPlots = 0; farm->mangoPlots = 0; farm->cornPlots = 0;	Pass
payTaxToLand	36	Player day triggers the calamity successfully	player->day = 50 player->gold = 250	Tax collector INCOMING... -50 gold. player->gold = 200	Tax collector INCOMING... -50 gold. player->gold = 200	Pass
animalsAttack	37	Player day triggers this	player->gold = 200 player->bananaCrops =	!!!! ANIMALS ATTACK !!!! Animals attack, giving all crops to	!!!! ANIMALS ATTACK !!!! Animals attack, giving all crops to	Pass

		calamity successfully and have at least one crop	100 player->mangoCrops = 12 player->cornCrops = 20	fend them off... player->gold = 200 player->bananaCrops = 0 player->mangoCrops = 0 player->cornCrops = 0	fend them off... player->gold = 200 player->bananaCrops = 0 player->mangoCrops = 0 player->cornCrops = 0	
animalAttack	38	Player have no crops	player->gold = 200 player->bananaCrops = 100 player->mangoCrops = 12 player->cornCrops = 20	!!!! ANIMALS ATTACK !!!! No crops available. Reducing gold instead... -75 gold. player->gold = 125 player->bananaCrops = 100 player->mangoCrops = 12 player->cornCrops = 20	!!!! ANIMALS ATTACK !!!! No crops available. Reducing gold instead... -75 gold. player->gold = 125 player->bananaCrops = 100 player->mangoCrops = 12 player->cornCrops = 20	Pass