

## System Level Tests:

### 1. calcPokeBall()

- a. **Description** – I am testing the calculation of the Pokémon's health when the user throws Pokéball at it, to see if the Pokémon will be captured.
- b. **Result** – the results would be one of three things, 1) "Caught", 2) "Pokémon has escaped he is too strong" 3) "Pokémon is fainted, you can not capture a fainted Pokémon"

### 2. totalItem()

- a. **Description** – I am testing the calculation of the Users total collected items from the map.
- b. **Result** – the result would be one of the length of the array that hold the player's items. An example would be if the player had 2 Pokéballs, 3 Masterballs, 1 Potions, and 6 Super Potions, then they would have 12 total items.

### 3. usePotion()

- a. **Description** – I am testing the calculation of the Pokémon's HP when a potion is applied
- b. **Result** – the result would be one of the three options. 1) if the Pokémon had enough room to heal to full amount of the potion, than it would heal 25 HP, 2) if the Pokémon had already fainted it would display "Pokémon has fainted, you can not use that item", 3) If the Pokémon is already at max health, "Pokémon is already at full strength"

### 4. moveLeft()

- a. **Description** – I am testing the ability for the user to move left, but not off the map.
- b. **Result** – when the user moves left one of two things will happen, 1) they will see their character move left one spot on the screen, or 2) they will get this error "You can't move left" and stay in the same place

### 5. moveRight()

- a. **Description** – I am testing the ability for the user to move right, but not off the map.
- b. **Result** – when the user moves right one of two things will happen, 1) they will see their character move right one spot on the screen, or 2) they will get this error "You can't move right" and stay in the same place

### 6. moveUp()

- a. **Description** – I am testing the ability for the user to move up, but not off the map.
- b. **Result** – when the user moves up one of two things will happen, 1) they will see their character move up one spot on the screen, or 2) they will get this error "You can't move up" and stay in the same place

### 7. moveDown()

- a. **Description** – I am testing the ability for the user to move down, but not off the map.

- b. **Result** – when the user moves down one of two things will happen, 1) they will see their character move down one spot on the screen, or 2) they will get this error “You can't move down” and stay in the same place

#### 8. searchSpot()

- a. **Description** – I am testing the ability for the user to search the spot that they are currently on.
- b. **Result** – when the user chooses to search the spot they will get one of 3 responses. 1) if there is an item planted in that spot they will get, “You found an \$item” (\$-represents a variable for whichever item it is) 2) if there is a Pokémon you will get, “You found a \$pokemon” and a battle will shortly follow, 3) if nothing is in that spot they will get a “Nothing here” output to the screen.