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| The point of specifying specific steps is so the test is reproducible. Just saying “Go to (1,4)” isn’t helpful since there are a multitude of ways I might move there, each resulting in different behavior – I might hit a bog, go off the map, etc. – someone that comes in behind me and takes a different set of steps might arrive at a totally different outcome.  That’s why I specified how you’re supposed to describe the path. | | | | | | |
| Test Case | Desc | Start State | Steps | Expected results | Observations | Pass |
| TC.0  EX | Verify when I move North my location and energy change and the proper message is displayed | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | N N | Location: (14,12)  Energy: 98  Whiffles: 100  Message: WALKING | Location: (14,12)  Energy: 98  Whiffles: 100  Message: WALKING | Y |
| ***\*\*\*TC.1*** | Verify stepping into a bog uses 2 energy units | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Go to (1,4) ***How do I get there? What points do I pass through?*** | Location: (12,12)  Energy: 98  Whiffles: 100  Message: YUCK! .. | Location: (12,12)  Energy: 73  Whiffles: 100  Message: YUCK! .. | N |
| ***\*\*\*TC.2*** | Verify walking off the edge resets player to (12,12) | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | N \* 13  ***This appears to get me to the edge, but I have to make one more move to reset the location*** | 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 | N |
| ***\*\*\*TC.3*** | Verify running out of energy resets player | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Move till energy < 0  ***What points do I go through? I could have a multitude of paths to take.*** | Location: (12,15)  Energy: 100  Whiffles: 100  Message: You ran out of energy and died. However, you have been resurrected | Location: (12,15)  Energy: -7  Whiffles: 100  Message: Hero is out of energy - game over | n |
| ***\*\*\*TC.4*** | Verify Bog location at (1,3) | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Move to location (1,3)  ***What points do I go through? I could have a multitude of paths to take.*** | Location: (1,3)  Energy: 79  Whiffles: 100  Message: Yuck! You've stepped in a Bog! | Location: (1,3)  Energy: 79  Whiffles: 100  Message: Yuck! You've stepped in a Bog! | Y |
| ***\*\*\*TC.5*** | Verify Bog location at (1,4) | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Move to location (1,4)  ***What points do I go through? I could have a multitude of paths to take.*** | Location: (1,4)  Energy: 80  Whiffles: 100  Message: Yuck! You've stepped in a Bog! | Location: (1,4)  Energy: 80  Whiffles: 100  Message: Yuck! You've stepped in a Bog! | Y |
| ***\*\*\*TC.6*** | Verify Bog location at (1,5) | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Move to location (1,5)  ***What points do I go through? I could have a multitude of paths to take.*** | Location: (1,5)  Energy: 81  Whiffles: 100  Message: Yuck! You've stepped in a Bog! | Location: (1,5)  Energy: 81  Whiffles: 100  Message: Yuck! You've stepped in a Bog! | Y |
| **\*\*\*TC.7** | Verify Bog location at (1,6) | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Move to location (1,6)  ***What points do I go through? I could have a multitude of paths to take.*** | Location: (1,6)  Energy: 83  Whiffles: 100  Message: Yuck! You've stepped in a Bog! | Location: (1,6)  Energy: 83  Whiffles: 100  Message: WALKING | N – no bog |
| ***\*\*TC.8*** | Verify running out of energy displays resurrection message | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Move till energy < 0  ***What points do I go through? I could have a multitude of paths to take.*** | Location: (12,15)  Energy: 100  Whiffles: 100  Message: You ran out of energy and died. However, you have been resurrected | Location: (12,15)  Energy: -7  Whiffles: 100  Message: Hero is out of energy - game over | N |
| TC.9 | Verify walking North, East, South, then West returns to the original location and uses correct energy. | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | N E S W | Location: (12,12)  Energy: 96  Whiffles: 100  Message: Walking … | Location: (12,12)  Energy: 96  Whiffles: 100  Message: Walking … | Y |
| **\*\*\*TC.10** | Verify stepping into (1,3) bog uses 2 energy, then stepping off it uses 1 energy | Location: (12,12)  Energy: 100  Whiffles: 100  Message: [null] | Go to (1,3), south first then traverse east  ***How do I get to (1,3)?*** | Location: (2,4)  Energy: 74  Whiffles: 100  Message: Walking … | Location: (2,4)  Energy: 74  Whiffles: 100  Message: Walking … | Y |