Week 6 User Story Test Cases

User Story

Characters will have full functionality within the character class. This includes their name, image, attributes, HP, MP, Attack Power, Spell Power, Dodge Chance, and Critical Chance categories. We will also test the get methods for those fields, the constructor for the character class, and deduct character hit points. We also plan to create files for all classes and add method stubs for all methods outlined in the class diagram.

Test Cases

- Character is not null after being constructed
- Character has a name after being constructed
- Character has a image after being constructed
- Character has its attributes after being constructed
- Character has its hit points after being constructed
- Character has its magic points after being constructed
- Character has its attack power after being constructed
- Character has its spell power after being constructed
- Character has its dodge chance after being constructed
- Character has its critical chance after being constructed
- Boundary value analysis for character attributes. (0 to 10 for all attributes)
- Character health is equal to hit points after being constructed.
- Test that Deduct character stat deducts the stat that it is supposed to.
- Boundary value analysis of deduct character stat to make sure that is doesn't bring the stat below zero or above the maximum
- Test that calculated values are accurate after character creation