Coffee Maker Test Plan

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**Introduction**

Some concerns we anticipated with the testing process was where to begin and what would quality to be considered a bug. This being our first experience testing for bugs we just jumped right into it and forgot to plan thing out first, a few steps in we realized what we did and took a step back and started planning things out. Some bugs we found, such as picking up the same item multiple times, we thought were on the border of what would be called a bug and was unsure if we should record them.

**Requirement**

* FUN-ITERATION - At each iteration of the game, the user shall be able enter one of six commands - "N" to go North, "S" to go South, "L" to Look for items, "I" for Inventory, "H" for Help, or "D" to Drink.
* FUN-UNKNOWN-COMMAND - If a player enters a command not specified by FUN-ITERATION, the system shall respond with the phrase "What?".
* FUN-INPUT-CAPS - The system shall be case-insensitive in regards to input values; that is, it shall accept capital and lower-case letters and treat them as equivalent.
* FUN-MOVE - The system shall allow a player to move North only if a door exists going North, and South only if a door exists going South.
* FUN-WIN - The player shall win the game if and only if Coffee, Sugar, and Cream have been collected by the player and then drunk.
* FUN-LOSE - The player shall lose the game if and only if the player Drinks but has not collected all of the items (Coffee, Sugar, and Cream).
* FUN-INVENTORY - Upon entering "I" for inventory, the player shall be informed of the items that he/she has collected (consisting of Coffee, Sugar, and Cream).
* FUN-LOOK - Upon entering "L" for Look, the player shall collect any items in the room and those items will be added to the player's inventory.
* FUN-HELP - Upon entering "H" for Help, the player shall be shown a listing of possible commands and what their effects are.
* FUN-UNIQ-ROOM - Each room in the house shall have a unique adjective describing it.
* FUN-UNIQ-ROOM-FURNISHING - Each room in the house shall have one and only one unique furnishing visible to the user upon entering the room.

**Test Cases**

**Traceability Matrix**

**Defects Found**

No case sensitivity for “n”

* Description: The “N” command to move north is not case sensitive and “n” is not recognized.
* Reproduce: Type “n” into the command line and press Enter
* Expected: Should move you into the room to the north
* Observed: Is not recognized by the program

Can pick up multiples of the same item

* Description: All three items are able to be picked up multiple times
* Reproduce: Type “L” in any of the rooms with an item multiple time
* Expected: Item should be picked up the first-time inputting “L” and the next time display “You don’t see anything out of the ordinary”
* Observed: Item is found multiple times

No door leading into magical land at either end

* Description: There is no door that leads to the magical land, yet we can still move in that direction
* Reproduce: Type “s” in the Small room of the game and “n” in the Rough Room
* Expected: You should not be able to move to another room unless there is a door in that direction
* Observed: You can move in said direction even when there’s no door

No help menu when inputting “h” or “H”

* Description: Inputting “h” into the command line doesn’t bring up the help menu
* Reproduce: Input “h” or “H” into the command line and press Enter
* Expected: The help menu should appear on the command line
* Observed: The input “h” or “H” is not recognized

**Who Did What**