Coffee Maker Test Plan

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**Introduction**

**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**

**Who Did What**