Coffee Maker Quest Test Plan

Introduction

Requirements

**REQ 1** - 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.

**REQ 2** - FUN-UNKNOWN-COMMAND - If a player enters a command not specified by FUN-ITERATION, the system shall respond with the phrase "What?".

**REQ 3** - 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.

**REQ 4** - 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.

**REQ 5** - 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.

**REQ 6** - 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).

**REQ 7** - 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).

**REQ 8** - 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.

**REQ 9** - FUN-HELP - Upon entering "H" for Help, the player shall be shown a listing of possible commands and what their effects are.

**REQ 10** - FUN-UNIQ-ROOM - Each room in the house shall have a unique adjective describing it.

**REQ 11** - 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

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| Required Identifiers | Reqs Tested | REQ 1 | REQ 2 | REQ 3 | REQ 4 | REQ 5 | REQ 6 | REQ 7 | REQ 8 | REQ 9 | REQ 10 | REQ 11 |
| Test Cases |  |  |  |  |  |  |  |  |  |  |  |  |
| Tested Implicitly |  |  |  |  |  |  |  |  |  |  |  |  |
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Defects Found

**North key**

**Description:** Lower case **n** does not work correctly

**Reproductions Steps:** Once the game has started, in any room enter lowercase **n**

**Expected Behavior:** It should put you in the next room located north

**Observed Behavior:** It displays the invalid key message – “What?”

**Help key**

**Description:** Help key **H** does not work correctly it does not display the what each key does

**Reproductions Steps:** Once the game has started, in any room enter **H**

**Expected Behavior:** It should display all the key options along with what each key does

**Observed Behavior:** It displays the invalid key message – “What?”

**No door movement**

**Description:** Can still move north or south even if there is no door.

**Reproductions Steps:** When on the very first room enter S or on last room enter N

**Expected Behavior:** The game should not move the player

**Observed Behavior:** The game takes the player back to the first room.

Who Did What