Jason Duffey

Caleb Smith

MP4

Test Plan

Test 1: Move

Purpose: Testing movement between rooms

Test data 1: “Move west”

Expected result: Move to room 1

Actual result: Moved to room 1

Test data 2: “Go south”

Expected result: Move to room 2

Actual result: Moved to room 2

Test data 3: “North”

Expected result: Stay in room 2

Actual result: Stayed in room 2

Test data 4: “South”

Expected result: Move to room 3

Actual result: Moved to room 3

Test 2: Inventory

Purpose: Testing the inventory command

Test data 1: “Key, Deer” (picked up)

Expected result: “Key, Deer”

Actual result: “Key, Deer”

Test data 2: No objects

Expected result: None

Actual result: None

Test 3: Take

Purpose: Picking up objects

Test data 1: Hiking staff is in the room

Expected result: Hiking staff in inventory

Actual result: Hiking staff in inventory

Test data 2: Nothing is in the room

Expected result: “There are no objects in this room”

Actual result: “There are no objects in this room”

Test 4: Drop

Purpose: To drop objects in the inn

Test data 1: Hiking staff (in inventory)

Expected result: Score increases by 5, staff removed from inventory

Actual result: Score increased by 5, staff removed from inventory

Test data 2: Nothing in inventory

Expected result: Nothing happens

Actual result: Nothing happens

Test data 3: Hiking staff in inventory but not at the inn

Expected result: "You might need that for later, better hang on to it!"

Actual result: "You might need that for later, better hang on to it!"

Test 5: Open

Purpose: To test chest mechanics

Test data 1: Have key and in chest room

Expected result: A vial of liquid goes in the inventory

Actual result: A vial of liquid goes in the inventory

Test data 2: Have key not in chest room

Expected result: "There is nothing here that needs opening."

Actual result: "There is nothing here that needs opening."

Test data 3: No key and in chest room

Expected result: "The chest is locked. You need a key to open it."

Actual result: "The chest is locked. You need a key to open it."

Test 6: Score

Purpose: To display the player’s score

Test data 1: 5 points

Expected result: “You have 5 / 80 points”

Actual result: “You have 5 / 80 points”

Test 7: Help

Purpose: To display the commands

Test data 1:

Expected result: MessageDialog opens

Actual result: MessageDialog opens

Test 8: Quit

Purpose: To quit the game

Test data 1: 5 points and chooses “No”

Expected result: “Good job! Your final score is 5 / 80. Are you sure you want to quit?” and game resumes

Actual result: “Good job! Your final score is 5 / 80. Are you sure you want to quit?” and game resumes

Test data 2: 5 points and chooses “Yes”

Expected result: “Good job! Your final score is 5 / 80. Are you sure you want to quit?” and frame closes

Actual result: “Good job! Your final score is 5 / 80. Are you sure you want to quit?” and frame closes