

Black Box Testing

Test #	Proposed Test	Data Entered	Expected Result	Actual Result	Comments
1	Player is able to enter name	Chris	Loads up game with entered name	Loads up game with entered name	Works as expected
2	Player is able to go from start room to staffroom	Go north	Player goes north, into staffroom	Player is in staffroom	Works as intended
3	Player is able to look around, getting a long description	look	Player gets long description of room	Player gets long description of room	Works as intended
4	While player is looking around, text is shown to show an item is there	look	Player gets given text about the item in current room	Player gets given text about the item in current room	Works as intended
5	Player is able to take the passkey	Take passkey	Player now has the passkey in their inventory	Player now has the passkey in their inventory	Works as intended
6	Player's energy decreases after looking around	look	Player's energy has now decreased by 10	Player's energy has now decreased by 10	Works as intended
7	Player is able to fill an oxygen tank from medbay	Fill tank	Player now has a full tank of oxygen	Player now has oxygen and tank in inventory	Not the result we expected but works as it should
8	Player is able to go down from the engine room to the ventilation shaft	Go down	Player is now in ventilation shaft	Player is now in ventilation shaft	Works as intended
9	If the player runs out	Energy	Player is now	Player is	Works as

	of energy, they die	<=0	dead	now dead	intended
10	If they die, the program ends	Alive = false	Program disallows input, text is displayed showing death	Program disallows input, text is displayed showing death	Works as intended
11	If the player goes into airlock and doesn't have the airlock key, they die	Go east (at large chamber)	Player is now dead	Player is now dead	Works as intended
12	Player is able to eat stimpack, increasing energy	Eat stimpack	Player's energy is increased by 50	Nothing happens	Didn't have code associated with eat - fixed
13	Player can walk all directions in the start room, reaching different rooms	Go north, go south, go east, go west	Player should be able to go to new rooms, and return from them	Player should be able to go to new rooms, and return from them	Works as intended
14	Once you use the launch command but you don't have the passkey, a hint will show up	Launch (in Primary Escape Pod)	Player should get hint about Passkey's location	Nothing happened	No clue was implemented, but now fixes
15	Once you enter the airway with the airlock key, you live	Go east (on reactor to access airlock)	Player should be still alive with some unique dialogue	Player is still alive with some unique dialogue	Works as intended
16	The player is able to take the oxygen tank	Take tank	The player should see tank in inventory	The player should see tank in inventory	Works as intended
17	The player is able to take the doorkey	Take doorkey	Should see doorkey in inventory	Should see doorkey in inventory	Works as intended
18	Walking reduces energy	Go south, go north, go	The player's energy should decrease by 8	The player's energy should	Works as intended

		west, go east		decrease by 8	
19	Looking reduces energy	look	The player's energy should decrease by 10	The player's energy should decrease by 8	Works as intended
20	Once you use the launch command but you do have the passkey, you win the game	Launch (in Primary Escape Pod and if you have the Passkey)	The player wins the game	The player wins the game	Works as intended