**Test Cases**

**ID:** 1

**Title:** Select Character

**Priority:** High

**Execution Result:** Not Run

**Purpose:** Select Character and start game.

**Created By:** Ryan Knaggs

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| --- | --- | --- |
|  | **Description** | **Expected Result** |
| **Step 1:** | **Select Rogue, mage, or warrior** | **Character is selected** |
| **Step 2:** | **Click the start button.** | **The game starts** |

**ID:** 2

**Title:** Switch Inventory

**Priority:** Medium

**Execution Result:** Not Run

**Purpose:** Change out inventory item.

**Created By:** Ryan Knaggs

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|  | **Description** | **Expected Result** |
| **Step 1:** | **Select inventory to switch** | **Item is selected from inventory** |
| **Step 2:** | **Equip Item** | **Item is Equipped** |

**ID:** 3

**Title:** Random Loot

**Priority:** Medium

**Execution Result:** Not Run

**Purpose:** Random Loot Encounter.

**Created By:** Ryan Knaggs

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|  | **Description** | **Expected Result** |
| **Step 1:** | **Move around the map to encounter random loot encounter.** | **Player is prompted to select an item to add to their inventory.** |
| **Step 2:** | **Player selects item from loot box.** | **Item is added to inventory.** |

**ID:** 4

**Title:** Random Battel Encounter

**Priority:** Medium

**Execution Result:** Not Run

**Purpose:** Battle an enemy.

**Created By:** Ryan Knaggs

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| --- | --- | --- |
|  | **Description** | **Expected Result** |
| **Step 1:** | **Move around the map to encounter random enemy** | **Player encounters an enemy.** |
| **Step 2:** | **Player has the option to select a weapon for battle.** | **Item is selected, or player decides not to select different Item.** |
| **Step 3:** | **Player has the option to attack** | **Player attacks.** |
| **Step 4:** | **Player has the option to run.** | **Player Runs.** |

**ID:** 5

**Title:** Display Inventory

**Priority:** Medium

**Execution Result:** Not Run

**Purpose:** Display Inventory Items.

**Created By:** Ryan Knaggs

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| --- | --- | --- |
|  | **Description** | **Expected Result** |
| **Step 1:** | **Click the display Inventory Button.** | **Inventory is displayed to the user.** |