“As a player I would like enemies to fight so I can kill them.”

Start

Move towards the player.

Is the enemy next to the player?

Yes

No

Attack the player.

Did the player attack the enemy?

Yes

No

Destroy the enemy and drop loot.

Finish

**Testing Plan**

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Expected outcome** | **Actual Result** | **Comments** |
| Enemy is next to the player | Enemy attacks the player |  |  |
| Enemy is not next to the player | Enemy moves towards the player |  |  |
| Player attacks while the enemy is next to the player | Enemy is destroyed and loot is dropped |  |  |
| Player attacks while the enemy is not next to the player | Enemy continues moving toward the player |  |  |