**­­­­**

**Maze Game**

**Test Case Scenarios**

|  |  |  |
| --- | --- | --- |
| **Test Case ID** | : | 0001 |
| **Test Description** | : | This test case tests the display main menu functionality of the application. |
| **Feature** | : | Main menu |
| **Screen** | : | Main menu screen |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sequence** | **Scenario** | **Test Data** | **Expected Result** | **Actual Result** | **Justification** |
| 1. | Enter invalid option: “Any Characters”. | Enter your option: <Any number> | Process Unsuccessful | Passed | Invalid option is entered |
| 2. | Enter blank space in the option. | Enter your option: <Space> | Process Unsuccessful | Passed | Invalid option is entered |
| 3. | Enter valid option: “1” | Enter your option: <1> | Process Successful | Passed | Successfully read and loaded maze from data file |
| 4. | Enter invalid option: “2” | Enter your option: <2> | Process Successful | Passed | List is empty. Please load the maze with Option 1 |
| 5. | Enter invalid option: “3” | Enter your option <3> | Process successful | Passed | List is empty. Please load the maze with Option 1 |
| 6. | Enter valid option: “4” | Enter your option <4> | Process successful | Passed |  |
| 7. | Enter valid option: “0” | Enter your option <0> | Process successful | Passed |  |

|  |  |  |
| --- | --- | --- |
| **Test Case ID** | : | 0002 |
| **Test Description** | : | This test case tests the functionality of read and load maze from file |
| **Feature** | : | Read and load maze from file |
| **Screen** | : | Main menu screen |
|  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sequence** | **Scenario** | **Test Data** | **Expected Result** | **Actual Result** | **Justification** |
| 1. | Reading maze diagram from data file | “1” | Successfully reading maze diagram from data file | Passed |  |
| 2. | Storing maze diagram into memory | None | Successfully stored the maze diagram into memory | Passed |  |
| 3. | Storing the start and end location (A, B) | None | Successfully stored the start and end location (A, B) | Passed |  |
| 4. | Application prompts user for the name of data file | Name of data file: Maze.csv | Successfully imported the data file | Passed |  |
| 5. | Application prompts user for the name of data file | Name of data file: Mae.csv | Unsuccessfully import the data file. File name do not exist. | Failed |  |
| 6. | Number of lines read | Name of data file: Maze.csv | Successfully read 8 lines | Passed |  |

|  |  |  |
| --- | --- | --- |
| **Test Case ID** | : | 0003 |
| **Test Description** | : | This test case tests the View maze functionality |
| **Feature** | : | View maze |
| **Screen** | : | Main menu screen |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sequence** | **Scenario** | **Test Data** | **Expected Result** | **Actual Result** | **Justification** |
| 1. | Viewing the stored maze | “2” | Successfully viewed the maze | Passed |  |
| 2. | Viewing the stored maze from the memory in list format | None | Successfully viewed the maze in list format | Passed |  |
| 3. | Reading the maze from the stored memory | None | Successfully viewed the maze from stored memory | Passed |  |
| 4. | Maze showing start and end location | None | Successfully show the start and end location | Passed |  |

|  |  |  |
| --- | --- | --- |
| **Test Case ID** | : | 0004 |
| **Test Description** | : | This test case tests the play maze game functionality. |
| **Feature** | : | Play maze game |
| **Screen** | : | Main Menu screen |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sequence** | **Scenario** | **Test Data** | **Expected Result** | **Actual Result** | **Justification** |
| 1. | Displaying the maze from the list created | None | Successfully display the maze from the list created | Passed |  |
| 2. | Displaying maze start and end location | None | Successfully display the maze start and end location | Passed |  |
| 3. | User can move the “A” by pressing W, A, S, D, M | W, A, S, D, M | Successfully move the “A” | Passed |  |
| 4. | Program process the option responsively if its valid | W, A, S, D, M | Successfully move the “A” | Passed |  |
| 6. | Displaying invalid message if is not W, A, S, D, M | Any alphabets that is not W, A, S, D, M | Invalid movement. Please try again. | Passed |  |
| 7. | Returning to main menu | “M” | Successfully returned to main menu | Passed |  |
| 8. | “A” staying in the current location as there is no path for “A” | No path for “A” | “A” successfully stayed in the current location | Passed |  |
| 9. | Wall ahead | “S” | “Wall ahead. Please choose another direction.” | Passed |  |
| 10. | Completing the maze | “S” | “Congrats!! you have completed the maze.” | Passed |  |

|  |  |  |
| --- | --- | --- |
| **Test Case ID** | : | 0005 |
| **Test Description** | : | This test case tests the configure current maze functionality |
| **Feature** | : | Configure current maze |
| **Screen** | : | Main menu screen |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sequence** | **Scenario** | **Test Data** | **Expected Result** | **Actual Result** | **Justification** |
| 1. |  |  |  |  |  |