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CS 242
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Manual Test Plan

Step 1.



Verify that:

- The NPC has this specific dialog
- Exiting and reentering the house resets the NPC's direction

Step 2.



Verify that:

- Trying to step out of town triggers an event
- Keyboard input is restricted while the event is occurring

Step 3.



Verify that:

- The NPC's dialog has changed following the event's completion

Step 4.



Verify that:

- Battling a wild Pokémon works as per last week's tests suggest
- Attempting to save or load a game mid-battle does not work

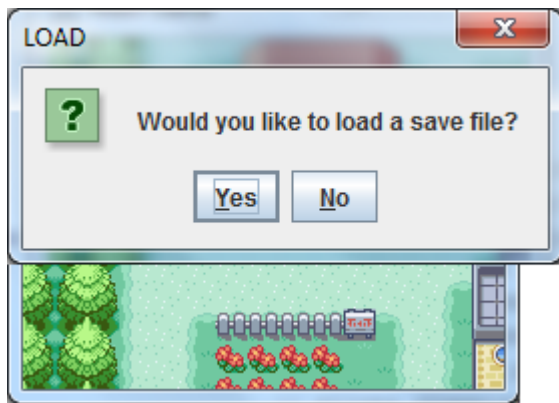
Step 5.



Verify that:

- Pressing the 's' key prompts you to save your game
- Selecting "No" does not result in the creation of a save file
- Selecting "Yes" creates a save file upon closing the window

Step 6.



Verify that:

- Pressing the 'l' key prompts you to load a game from your save file
- Selecting "No" does not load a game from your save file
- Selecting "Yes" loads a game from your save file

Step 7.



Verify that:

- After loading, the map and your location within it are restored
- The direction your character and the NPC are facing is maintained
- The NPC's dialog reflects the completion of the event
- The event no longer triggers when exiting town

Step 8.



Verify that:

- Your Pokémon's gender and current hit point value have been maintained