

**CS 1632 Software Quality Assurance**

**Deliverable 1**

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1. **Introduction**

Write your introduction here.

1. **Traceability Matrix**

**FUN-ITERATION:** COMMAND-ANYTIME-TEST, ALL-COMMANDS-TEST

**FUN-UNKNOWN-COMMAND:** UNKNOWN-COMMAND-TEST

**FUN-INPUT-CAPS:** CAPS-TEST, LOWER-CASE-TEST

**FUN-MOVE:** NORTH-BOUND-TEST, SOUTH-BOUND-TEST

**FUN-WIN:** DRINK-ALL-TEST, DRINK-LESS-TEST

**FUN-LOSE:** DRINK-NONE-TEST, DRINK-ONE-TEST

**FUN-INVENTORY:** CHECK-INVENTORY-TEST

**FUN-LOOK:** LOOK-AND-GRAB-TEST

**FUN-HELP:** ENTER-HELP-TEST

**FUN-UNIQ-ROOM:** UNIQUE-ROOM-TEST

**FUN-UNIQ-ROOM-FURNISHING:** ONE-UNIQUE-TEST, UNIQUE-FURNISHING-TEST

1. **Test Cases**

IDENTIFIER: COMMAND-ANYTIME-TEST

TEST CASE: Ensure that each command works at any iteration of the game

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: ALL-COMMANDS-START-TEST

TEST CASE: Ensure each command works as intended at the start of the game

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: UNKNOWN-COMMAND-TEST

TEST CASE: Ensure that no unknown commands can be entered. All responses should be “What”

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: CAPS-TEST

TEST CASE: Ensure all commands can be entered in upper-case

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: LOWER-CASE-TEST

TEST CASE: Ensure all commands can be entered in lower-case

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: NORTH-BOUND-TEST

TEST CASE: Ensure that the user cannot go through a north door that does not exist

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: SOUTH-BOUND-TEST

TEST CASE: Ensure that the user cannot go through a south door that does not exist

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: DRINK-ALL-TEST

TEST CASE: Ensure drinking all ingredients wins the game

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: DRINK-LESS-TEST

TEST CASE: Ensure that drinking less than all three ingredients does not win the game

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: DRINK-NONE-TEST

TEST CASE: Ensure that drinking none of the ingredients loses the game

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: DRINK-ONE-TEST

TEST CASE: Ensure that drinking only one ingredient will lose the game

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: CHECK-INVENTORY-TEST

TEST CASE: Ensure that the user can always check the inventory during the game

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: LOOK-AND-GRAB-TEST

TEST CASE: Ensure that when looking around, the user will add anything in the room to there inventory

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: ENTER-HELP-TEST

TEST CASE: Ensure the user can enter the help command at any time

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: UNIQUE-ROOM-TEST

TEST CASE: Ensure that each room has a unique identifier

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: ONE-UNIQUE-TEST

TEST CASE: Ensure that each room has only one furniture identifier

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

IDENTIFIER: UNIQUE-FURNISHING-TEST

TEST CASE: Ensure that any item in any room is unique

PRECONDITIONS:

EXECUTION STEPS:

POSTCONDITIONS:

1. **Defects**

**IDENTIFIER: D1**

**SUMMARY:**

**DESCRIPTION:**

**REPRODUCTION STEPS:**

**EXPECTED BEHAVIOR:**

**OBSERVED BEHAVIOR:**

**IDENTIFIER: D2**

**SUMMARY:**

**DESCRIPTION:**

**REPRODUCTION STEPS:**

**EXPECTED BEHAVIOR:**

**OBSERVED BEHAVIOR:**

**IDENTIFIER: D3**

**SUMMARY:**

**DESCRIPTION:**

**REPRODUCTION STEPS:**

**EXPECTED BEHAVIOR:**

**OBSERVED BEHAVIOR:**