ID: **FUN-LOSE-1**

Test Case:

This test will determine if the program coffeemaker.jar will exit in a losing game scenario, in the correct manner. Specifically, it will test the condition the results when the user attempts to “Drink” before obtaining the sugar.

Precondition:

Tester must launch program via the command “java -jar coffeemaker.jar”.

Tester must obtain cream (inventory item) in the first room.

Tester must obtain coffee (inventory item) in the third room.

Inputs: [“D”; ENTER]

Execution Steps:

1. Tester should launch coffeemaker.jar via the command java -jar coffeemaker.jar
2. Repeat following steps 2 times:

* Type “L” press ENTER.
* Type “N” press ENTER.

1. Type “L” to collect any item in the 3rd room.
2. Type “D” to drink coffee and end game.

Outputs:

Without sugar, the coffee is to bitter. You cannot study.

You lose!

Post Conditions:

The program should simply terminate and exit to command line.