ID: FUN-WIN-1

Test Case Description:

Test will confirm that the program coffeemaker.jar will exit in a win game scenario, correctly.

Preconditions:

1. Tester must launch program via the command “java -jar coffeemaker.jar”.
2. Tester must obtain cream (inventory item) in the first room.
3. Tester must obtain coffee (inventory item) in the third room.
4. Tester must obtain sugar (inventory item) in the fifth room.

Input Values:

[“D”; ENTER]

Execution steps:

1. Tester should launch coffeemaker.jar via the command java -jar coffeemaker.jar
2. Repeat following steps 5 times:

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

1. Type “L” to collect any item in the 6th room.
2. Type “D” to drink coffee and end game.

Output values:

You drink the coffee beverage and are ready to study.

You win!

Postconditions:

The program should simply terminate and exit to command line.