

Test case	Goal description	Start State	Steps	Expected results	Observed results	PASS
TC01	Verify west and east movement have correct energy drain and message displayed	Location:(12,12) Energy:100 Whiffles:100 message:null	[W]*2, [E]	Location:(11,12) Energy:97 Whiffles:100 message:Walking ...	Location:(11,12) Energy:97 Whiffles:100 message:Walking ...	PASS
TC02	Verify north and south movement have correct energy drain and message displayed	Location:(12,12) Energy:100 Whiffles:100 message:null	[S]*2, [N]	Location:(12,11) Energy:97 Whiffles:100 message:Walking ...	Location:(12,11) Energy:97 Whiffles:100 message:Walking ...	PASS
TC03	Verify whiffles have no effect on gameplay	Location:(12,12) Energy:100 Whiffles:-10 message:null	[N][E][S][W]	Location:(12,12) Energy:96 Whiffles:-10 message:Walking ...	Location:(12,12) Energy:96 Whiffles:-10 message:Walking ...	PASS
TC04	Verify that the bog drains energy at 2x speed	Location:(2,3) Energy:100 Whiffles:100 message:null	[W][N][S]	Location:(1,3) Energy:94 Whiffles:100 message:"YUCK! You've stepped into a bog and used up an extra energy point"	Location:(1,3) Energy:94 Whiffles:100 message:"Yuck! You've stepped in a Bog!"	FAIL; message is different

TC05	Verify that the bog exists and drains energy from all 4 spaces (1,3)->(1,6)	Location:(1,2) Energy:100 Whiffles:100 message:null	[N]*4	Location:(1,6) Energy:92 Whiffles:100 message:"YUCK! You've stepped into a bog and used up an extra energy point"	Location:(1,6) Energy:93 Whiffles:100 message:"Walking ..."	FAIL; energy was not drained properly and message was not displayed correctly. hypothesize that bounds are wrong for bog.
TC06	Verify out of bounds message and displacement work for going too far north	Location:(25,25) Energy:100 Whiffles:100 message:null	[N]	Location:(12,12) Energy:99 Whiffles:100 message:"YIKES! You've walked off the edge of the world - you've been relocated!"	Location:(12,12) Energy:99 Whiffles:100 message:"Walking ..."	FAIL; A message pop up box displays with "YIKES! You've walked off the edge of the world" - the message is slightly incorrect (does not mention being relocated) and the "message" field says "Walking ..." instead of the YIKES message
TC07	Verify out of bounds message and displacement work for going too far east	Location:(25,25) Energy:100 Whiffles:100 message:null	[E]	Location:(12,12) Energy:99 Whiffles:100 message:"YIKES! You've walked off the edge of the world - you've been relocated!"	Location:(12,12) Energy:99 Whiffles:100 message:"Walking ..."	FAIL; Same message problems as above.
TC08	Verify out of bounds message and displacement work for going too far west	Location:(1,1) Energy:100 Whiffles:100 message:null	[W]	Location:(12,12) Energy:99 Whiffles:100 message:"YIKES! You've walked off the edge of the world - you've been relocated!"	Location:(12,1) Energy:99 Whiffles:100 message:"Walking ..."	FAIL; Same message problems as above, ALSO y coordinate of location does not get reset to 12
TC09	Verify out of bounds message and displacement work for going too far south	Location:(1,1) Energy:100 Whiffles:100 message:null	[S]	Location:(12,12) Energy:99 Whiffles:100 message:"YIKES! You've walked off the edge of the world - you've been relocated!"	Location:(12,12) Energy:99 Whiffles:100 message:"Walking ..."	FAIL; Same message problems as above.

TC10	Verify that running out of energy alerts the player and respawns them in the starting state	Location:(12,12) Energy:1 Whiffles:100 message:null	[N]	Location:(12,12) Energy:1 Whiffles:100 message:"You ran out of energy and died. However, you have been resurrected"	Location:(12,13) Energy:0 Whiffles:100 message:" Hero is out of energy - game over"	FAIL; location is not reset upon running out of energy. Energy is not reset upon running out of energy (and is allowed to be zero or negative). Message is wrong.
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