

**CS 1632 Software Quality Assurance**

**Deliverable 1**

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1. **Introduction**

Write your introduction here.

1. **Traceability Matrix**

**FUN-ITERATION** - SIX\_COMMANDS\_TEST,

**FUN-UNKNOWN** - COMMAND – UNKNOWN\_COMMAND\_MESSAGE,

**FUN-INPUT- CAPS** - IGNORE\_CASE\_TEST,

**FUN-MOVE** - DOOR\_OR\_NO\_DOOR,

**FUN-WIN** - GOOD\_ENDING\_ACHIEVED,

**FUN-LOSE** - BAD\_ENDING\_ACHIEVED,

**FUN-INVENTORY** - INVENTORY\_CONTENTS\_MESSAGE,

**FUN-LOOK** - PLAYER\_LOOK\_AND\_COLLECT,

**FUN-HELP** - PLAYER\_NEEDS\_HELP,

**FUN-UNIQ-ROOM** - ROOM\_DESCRIPTION\_TEST,

**FUN-UNIQ-ROOM-FURNISHING** - LONE\_FURNISHING\_TEST

1. **Test Cases**

**FUN-ITERATION**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-UNKNOWN**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-INPUT- CAPS**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-MOVE**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-WIN**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-LOSE**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-INVENTORY**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-LOOK**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-HELP**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-UNIQ-ROOM**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

**FUN-UNIQ-ROOM-FURNISHING**:

Test Case:

Preconditions:

Execution Steps:

Postconditions:

1. **Defects** Write your defects here.