

Manual Test Plan

Open PyCharm (or some other program which lets you run Python files) and run the file called textRPG.py.

Instructions will print to the screen, telling you that typing (without the quotes) “show help” will print all the valid commands and their expected formats to the screen, and typing “quit game”, “end game”, or “game over” will end the game.

Just beneath that, you will be asked to enter a name for your character.

After that, you will be in the Living Room of a house, and you can begin moving around the game. For example, typing “go north” will take you to the Bathroom. Going south (to return to the Living Room) and then south again will take you out to the street.

In any of these rooms, typing “look around” will give you the description of the room you’re in. (Many are blank for now, and will be added later, as they were not a promised feature for the first week and thus were low priority.)

If you’re in a room with an item, such as the book in the starting Living Room, typing something like “get book” will add the book to your inventory, and once you have it, typing “drop book” (or the name of any other item in your inventory) will drop that item in the current room.

If you go to the Tavern (found by going south, south, west, starting at the Living Room you began in), you can type “talk Vivi” or “talk Bartender” to talk to the two characters present. Instructions will print on how to keep talking to them.

If you get to the edge of the map, the map will loop at that position until you choose a direction to go that will not take you off the map. There are also two locations that will eventually kill you, and for now that can trap you there with no exits.