

### TASK 4 – TEST PLAN

<b>TEST CASE ID</b>	assignment.printMap.001
<b>TEST OBJECTIVE</b>	Test method printMap(int playerLocation) with valid input. Output should be map displayed on the screen in specific alignment, with correct locations stated in each direction as per block map. Player should not be able to move off the map and no map should show in that case too.
<b>PRE-CONDITIONS</b>	-
<b>TEST STEP</b>	Test data to be entered separated by a space and press “enter”
<b>TEST DATA</b>	“go east”, “go east”
<b>EXPECTED OUTPUT</b>	<p>player moves to cemetery a map is printed with in specific alignment as per:</p> <pre>        North: MagicShop         ^           West: CityHall   &lt;-   Current: Cemetery   -&gt;   East: Error                 v         South: Library  </pre> <p>“You can’t move to there” should be printed</p>

TEST RESULT	<pre>go east Player moves to Cemetery             North: MagicShop             ^               West: CityHall   &lt;-   Current: Cemetery   -&gt;   East: Error                         v             South: Library    go east You can't move to there</pre>	
PASS/FAIL	PASS	

<b>TEST CASE ID</b>	assignment.printBag.002
<b>TEST OBJECTIVE</b>	Test method printBag () with valid input. Test that items named by the correct nouns can be added/removed to/from the bag and that invalid nouns cannot be added/remove.
<b>PRE-CONDITIONS</b>	(currentBlock == 0 && bagContents.size () < 5) Player is at block 0, and the bag contains less than 5 items.
<b>TEST STEP</b>	Enter data within quotation marks together and press enter for subsequent output
<b>TEST DATA</b>	"show bag", "take torch", "take crossbow ", "show bag", "take crossbow ", "take cat", "take 9", "show bag", "drop crossbow", "drop dog", "show bag"
<b>EXPECTED OUTPUT</b>	[] The torch has been added to your bag. The crossbow has been added to your bag. [torch, crossbow] [torch, crossbow] The crossbow has been removed from your bag. Invalid. [torch]

TEST RESULT	<pre>show bag [] take torch The torch has been added to your bag. take crossbow The crossbow has been added to your bag. show bag [torch, crossbow] take cat take 9 show bag [torch, crossbow] drop crossbow The crossbow has been removed from your bag. drop dog Invalid. show bag [torch]</pre>	
PASS/FAIL	PASS	

TEST CASE ID	assignment.printBag.003
TEST OBJECTIVE	Test method printBag () with valid input. Test that no more than five items may be added to the bag.
PRE-CONDITIONS	Test case <i>assignment.printBag.002</i> has passed and the bag contains 5 items
TEST STEP	Enter data within quotation marks together and press enter for subsequent output
TEST DATA	"examine all", "show bag", "take sage", take spellbook", "show bag"
EXPECTED OUTPUT	MagicShop 1. spellbook 2. crystal 3. sage [torch, crossbow, stake, slayerguide, crystal] You already have the maximum number of items in your bag. To take a new item, you must drop one first. You already have the maximum number of items in your bag. To take a new item, you must drop one first. [torch, crossbow, stake, slayerguide, crystal]
TEST RESULT	<pre>examine all 1. spellbook 2. crystal 3. sage show bag [torch, crossbow, stake, slayerguide, crystal] take sage You already have the maximum number of items in your bag. To take a new item, you must drop one first. take spellbook You already have the maximum number of items in your bag. To take a new item, you must drop one first. show bag [torch, crossbow, stake, slayerguide, crystal]</pre>
PASS/FAIL	PASS

TEST CASE ID	assignment.printBag.004	
TEST OBJECTIVE	Test method printBag () with valid input. Test that an item may not be added more than once.	
PRE-CONDITIONS	Test case <i>assignment.printBag.002</i> has passed and the bag is empty.	
TEST STEP	Enter data within quotation marks together and press enter for subsequent output	
TEST DATA	"examine all", "show bag", "take torch", take crossbow", "take crossbow", "show bag"	
EXPECTED OUTPUT	1. torch 2. crossbow 3. stake [] The torch has been added to your bag. The crossbow has been added to your bag. You already have the crossbow in your bag. Choose something else. [torch, crossbow]	
TEST RESULT	<pre>examine all 1. torch 2. crossbow 3. stake show bag [] take torch The torch has been added to your bag. take crossbow The crossbow has been added to your bag. take crossbow You already have the crossbow in your bag. Choose something else. show bag [torch, crossbow]</pre>	
PASS/FAIL	PASS	

TEST CASE ID	assignment.printBag.005
TEST OBJECTIVE	Test method puzzleSolved () with valid input.
PRE-CONDITIONS	Player is at the portal.
TEST STEP	Enter data within quotation marks together and press enter for subsequent output
TEST DATA	Enter any number between 1-5: "1"
EXPECTED OUTPUT	Guessing game: player must enter number as a guess until correct.
TEST RESULT	<pre>           West: Church   &lt;-   Current: ThePortal   -&gt;   East: Library                 v         South: Error    examine demon Congratulations, you reached the final challenge... I'm thinking of a number between 1 and 5. Try and guess it. Your guess: 1 Correct! Aren't you lucky. You are a smart slayer! You may seal the portal gate... if you have what you need to do it hahaha! </pre>
PASS/FAIL	PASS

## TASK 5

