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**“Leave” class leaving the object taken using
“Take” class**

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
1	Make HobbitActor take an item	HobbitActor takes an item			
	Make HobbitActor leave an item	HobbitActor leaves the item			

Goblin has a home base & starts from the home base

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
2	Run the application	Goblin starts from a specific position (5, 6)			

Goblins can leave home base to patrol

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
3	Run the application	Goblin starts from a specific position (5, 6)			
	Enter a command, which should correspond to a movement (from	The goblin will move from its initial position and			

	the menu system)	go to another position			
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Goblins patrol in square paths of various sizes

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
4	Make goblins patrol in square paths, using commands	Goblins patrol in a square path of a variable size			

Goblin wait upon reaching home base

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
5	Make goblin reach home base and see if it finds number of turns	Goblins wait for a random number of turns and then choose an initial direction and the length of the side			

1 step movement upon calling act method

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
6	Call act method using commands and see if it moves only one step	Each time the “act” method is called, the goblin must move one step in its current direction. This is until it cannot move further (no path remaining).			

Not able to move further

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
7	Make goblin not able to move further, by completing a path	Goblin retraces its steps to its home base			

Goblin changes direction

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
8	Make goblin complete one side of the square	Goblin changes its direction to 90° anticlockwise, and then it continues to patrol			

Goblin changes direction until it reaches home

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
9	Goblin continues its current path, and turns anticlockwise upon completing one side of the square	Changes direction until it reaches home			

Goblin is on the EVIL team

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
10	Find a goblin and attack. If attack goes through, the goblin is on the EVIL team	Goblin is a part of the EVIL team			

Goblin attacking different team

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
11	Goblin encounters an entity from a different team and has attack affordance	Attacks entity			

Pony class overcome carry limitations

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
12	Get player a pony, and see how many objects he can carry	Players can carry more than one object			

Pony class owned by HobbitActor

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
13	Find pony's owner	Owner is a HobbitActor			

Pony "act" tells if owner is in the location

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
14	Keep owner in the pony's location	Owner is in the location			

Pony stays if owner is present

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
15	Find pony's owner	Owner is in the location, and the pony should stay			

Owner in adjacent location

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
16	Find pony's owner	Owner is in adjacent location. The pony moves to the location			

Owner not near by

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
17	Pony looks for owner	Owner not found. Takes a step in a random direction			

Pony can carry up to two Saddlebags

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
18	Give pony one saddlebag	Carries the bag			

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
19	Give pony two saddlebag	Carries the bags			

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
20	Give pony three saddlebag	Cannot carry that many bags			

Store method stores items

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
21	Tries to store items	Stores items in the saddlebag			

Retrieve method

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
22	Tries to remove item	Removes item			

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
23	Tries to remove an item which is not present	Item does not exist			

Saddlebag stores up to 10 items

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
24	Store 10 items	Stores items successfully			

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
25	Store 0 items	Nothing is stored			

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
26	Store 11 items	Saddlebag is full			

Minimum of two Saddlebags on map

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
27	1 saddlebag present	Application crashes			

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
28	2 saddlebag present	2 saddlebags on the map			

Pick up saddlebag

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
29	Pick up saddlebag with Take	Saddlebag is picked up			

Saddlebag can be dropped using Leave

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
30	Drop saddlebag using leave	Dropped saddlebag			

Pick-up saddlebag

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
31	HobitActors pick up empty saddlebag	HobitActor picks the saddlebag up			

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
32	HobitActors try to pick up fully-laden saddlebag	Not able to pick it up			

Attack pony

Test Case ID	Steps (Description)	Expected Results	Actual Results	Pass/Fail	Remarks
33	Attack pony	Pony has damage dealt			