

Design Test Plan

Program name : Project5_Design_Test_Plan_Schaefer_Kristin.pdf
Author : Kristin Schaefer
Date : 06-11-2019

What to Test	Reason to Test	Observed Outcome
try to go beyond edges of map	check that menuDirection() function is correctly checking for nullptr for all directions (up, right, down, left)	error message was printed, and had to input new direction value
try to go to work without donuts and/or coffee	check that the Game does not allow you to win unless you have the key items in your bag	error message was printed, and player position was not advance to Work on the map
try to take Train or Bus without balance on transit card	check that Bus and Train spaces are checking for transit money and wallet balance	error message was printed and player was allowed to choose next position
try to go Home	go to home point to see that beginning events do not occur	only random event 2 could occur
check that when losing an item (in Walk function) the player goes Home	check that player position reset is functioning correctly	player position correctly updated to Home
try to add more than 10 items in the bag	check that bag item limit is functioning correctly	error message was printed and no items were added to the bag. money was incorrectly deducted though.
try to purchase coffee or donuts without money in wallet	check that Shop eventSpace() function does not allow user to purchase without money in their wallet	error message was printed and donuts and coffee were not added to the bag
try to keep playing game and go over stress and/or time limit	check that game end conditions are functioning	end message was printed and program ended

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File : menu.cpp

Functions to test : menuStart()
menuDirection()
menuShop()

Variables : int input

	Test 1 : int too high	Test 2 : int too low	Test 3 : int negative	Test 4 : float	Test 5 : char	Test 6 : enter	Test 7 : mix	Test 8 : mix + space
	100	0	-100	123.60	x	“ “	fdsa;15	1 abc
Observed Outcome	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input