

Test Case ID: 0001				Test Designed By: Christopher Audette		
Test Priority (Low/Med/High): High				Test Designed Date: 12/2/2014		
Module Name: Dungeon Core				Test Executed By: Christopher Audete		
Test Title: Below Minimum Height and Width				Test Execution Date: 12/2/2014		
Description: Test if a below minimum input on height and width defaults to minimum						
Preconditions:						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Enter in a width and height of less than 30 each.	w = 0 h = 0	Returns a dungeon of 30 by 30.	Returned a dungeon of 30 by 30.	Pass	The test ensures the dungeon will be at least 30 by 30.

Test Case ID: 0003				Test Designed By: Phil Rowe		
Test Priority (Low/Med/High): High				Test Designed Date: 11/16/2014		
Module Name: Dungeon Core				Test Executed By: Phil Rowe		
Test Title: Room placement				Test Execution Date: 11/16/2014		
Description: Tests if rooms (subdungeons) are placed correctly in main dungeon						
Preconditions: code to create Dungeon already working						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Create dungeon with terminal input of width, height, seed and name. Check text output file.	Repeat various times with different inputs.	Output text file shows dungeon with various rooms (subdungeons) with no overlapping room. Rooms have dots for blank tiles, # for walls.	Returned dungeon with multiple rooms with correct indicators for walls and blank tiles, no rooms overlapped. When repeated test with different inputs, always gave expected result.	Pass	

Test Case ID: 0004	Test Designed By: Christopher Audette
Test Priority (Low/Med/High): Low	Test Designed Date: 12/2/2014
Module Name: Dungeon Core	Test Executed By: Christoper Audette
Test Title: Array size	Test Execution Date: 12/2/2014
Description: Tests if dungeon of extreme height and width can be generated	

Preconditions:						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Enter width and height of 1000	w = 1000 h = 1000	Generate a dungeon of 1000 by 1000	Caused a run time error from excessive array size	Fail	Dungeons of this size are so extreme the bug is considered low priority, WNF

Test Case ID: 0005				Test Designed By: David Bittle		
Test Priority (Low/Med/High): High				Test Designed Date: November 24, 2014		
Module Name: Dungeon Core				Test Executed By: Samuel Tobey		
Test Title: Path Find				Test Execution Date: November 25, 2014		
Description: Tests whether each room is connected, and the dungeon is fully navigable.						
Preconditions:						
Dependencies: Depends on rooms being placed.						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)	Notes
1	Using the code with path-finding, create dungeons of arbitrary sizes using :width, height, and seed	Repeat with different values	Rooms are all connected, without destroying placed rooms.	Rooms are connected. No rooms' walls are replaced with hallways.	Pass (majority)	There are rare outliers, however. Sometimes a single room is not connected by a path. (Not a pertinent issue.) There are still some leftover debug statements, also.