

[TC] Action/Item

Technique : Combination test, BVA

- 1. button (for elevator room)
 - condition
 - TestCase at Elevator game
- 2. action & item combination
 - conditions
 - Items
 - action
 - TestCase - all combination
- 3. action
 - conditions
 - TestCase

1. button (for elevator room)

condition

floor button : (valid) floor button 1~4

restrictedFloors : (valid) restricted floor is not

current floor : (valid) current floor != button floor

(1) floor button - BVA

1TCCOVER	TCOND	IN	commend
1	floor button 1	floor button 0	no item message (no action)
2	floor button 1	floor button 1	go floor 1
3	floor button 4	floor button 4	go floor 4
4	floor button 4	floor button 5	no item message (no action)

(2) restricted floor & current floor in elevator - combination
: 2TCCOVER_1 and 2TCCOVER_3 is same output

2TCCOVER	TCOND - restricted	TCOND - current	IN	output
1	Floor bt x = restrictedFloors	Floor bt x = current floor	push x	'off-limit' message (no action)
2	Floor bt x != restrictedFloors	Floor bt x = current floor	push x	'all ready on' message (no action)
3	Floor bt x = restrictedFloors	Floor bt x != current floor	push x	'off-limit' message (no action)
4	Floor bt x != restrictedFloors	Floor bt x != current floor	push x	go floor x

TestCase at Elevator game

* 2TCCOVER_1 is invalid condition.

TC	Floor button	retricted	Precondition /PostCondition	input	expected output	covered TCCVER
1	2	F	2/2	push 2	'The elevator is already on this floor'	2TCCOVER_2
2	0	N/A	2/2	push 0	'I don't see that here.'	1TCCOVER_1
3	1	F	2/1	push 1	go floor 1	1TCCOVER_2, 2TCCOVER_4
4	3	T	1/1	push 3	'off-limit' message	2TCCOVER_3
5	4	F	1/4	push 4	go floor 4	1TCCOVER_3

6	5	N/A	1/1	push 5	'I don't see that here.'	1TCCOVER_4
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2. action & item combination

conditions

Items

Item	shovel	brick	food	ladder	key	lock	keycard	reader	pot	diamond	gold	microwave	fridge	flashl
property	Holdable, Diggable	Holdable	Installable, Edible, Holdable	Holdable	Holdable, Installable	Hostable, Openable	Holdable, Installable	Hostable	Destroyable, Holdable, Hostable	Holdable, Installable	Installable, Holdable	Hostable, Startable	Pushable	Holdab Installa Lumino
related somthing	Excavatable					releated to looked room				RoomObscured setObscured(false)			releated to obscured room	darkroc
comment			(not used, need metable type) setHiddenItem getHiddenItem				setInstallMessage			(not used, need Explodable type) explode setExplodeMessage				

continue..

Item	torch	pit	machine	safe	folder	document	apple Computer	coffee	light	dynamite	button	1	2	3	4
property	Holdable, Luminous	Hostable	Shakeable	Hostable, Openable	Openable	Holdable, Installable	x	Edible	Holdable, Luminous	Explodable, Holdable	Pushable	Pushable	Pushable	Pushable	Pushable
related something	darkroom								darkroom	releated to obscured room	releated to elevator	releated to elevator	releated to elevator	releated to elevator	releated to elevator
comment				setPIN	setOpenMessage						setPushMessage getPushMessage				

action

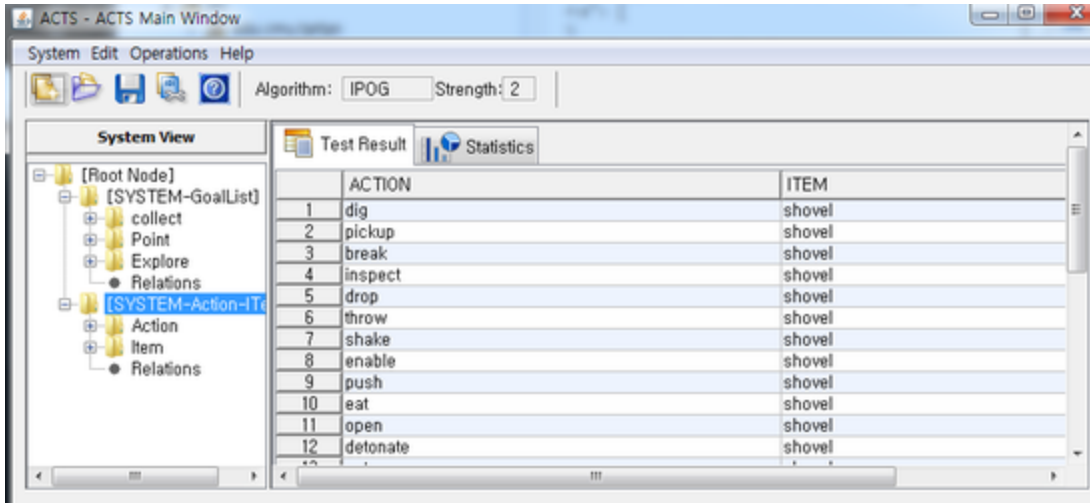
(1) not related to item

action	lookAround	jump	climb	inventory	terminate	help	east	west	south	north	down	up	pass	'enter'
related somethng		down	up		exit									

(2) related to item

action	dig	pickup	break	inspect	drop	throw	shake	enable	push	eat	open	detonate	put	remove
related items	shovel	Holdable	pot	all	Holdable	x	machine	microwave metable?	Pushable (fridge, butoon, 1~4)	food, coffee	lock, safe, folder	dynamite	(put) Installable in Hostable	(remove) Installable in Hostable
comment	only RoomExcavatable													

TestCase - all combination



Number of tc: 31

Item / action		dig	pickup (get Point)	break (keep point)	inspect	drop (-point)	throw	shake	enable	push (get Point)	eat (get Point)	open (get Point)	detonate (get Point)	put	remove
shovel	5		O	x	O	O	x	x	x	x	Game over	x	x	x	x
brick	5	x	O	x	O	O	x	x	x	x	Game over	x	x	x	x
food	3	x	O	x	O	O	x	x	x	x	O	x	x	x	x
ladder	15	x	O	x	O	O	x	x	x	x	Game over	x	x	x	x
key	40	x	O	x	O	O	x	x	x	x	Game over	x	x	O	O
lock	100	x	x	x	O	x	x	x	x	x	x		x	O	O
keycard	30	x	O	x	O	O	x	x	x	x	Game over	x	x	O	O
reader		x	x	x	O	x	x	x	x	x	x	x	x	O	O
pot	3	x	O	O	O	O	x	x	x	x	Game over	x	x	O	O
diamond	100	x	O	x	O	O	x	x	x	x	Game over	x	x	O	O
gold	500	x	O	x	O	O	x	x	x	x	Game over	x	x	O	O
microwave		x	x	x	O	x	x	x	O	x	x	x	x	O	O
fridge	1	x	x	x	O	x	x	x	x	O	x	x	x	x	x
flashlight	5	x	O	x	O	O	x	x	x	x	Game over	x	x	O	O
torch	10	x	O	x	O	O	x	x	x	x	Game over	x	x	x	x
pit		x	x	x	O	x	x	x	x	x	x	x	x	O	O
machine		x	x	x	O	x	x	1, 2 - ok 3rd - game over	x	x	x	x	x	x	x
safe	750	x	x	x	O	x	x	x	x	x	x		x	O	O
folder	3	x	x	x	O	x	x	x	x	x	x	O	x	x	x
document	50	x	O	x	O	O	x	x	x	x	Game over	x	x	O	O
apple		x	x	x	O	x	x	x	x	x	x	x	x	x	x
coffee		x	x	x	O	x	x	x	x	x	O	x	x	x	x
light	10	x	O	x	O	O	x	x	x	x	Game over	x	x	x	x
dynamite	25	x	O	x	O	O	x	x	x	x	Game over	x		x	x
button	2	x	x	x	O	x	x	x	x	O	x	x	x	x	x
1	2	x	x	x	O	x	x	x	x	O	x	x	x	x	x
2	2	x	x	x	O	x	x	x	x	O	x	x	x	x	x
3	2	x	x	x	O	x	x	x	x	O	x	x	x	x	x
4	2	x	x	x	O	x	x	x	x	O	x	x	x	x	x

3. action

conditions

action	lookAround	jump	climb	inventory	terminate	help	east	west	south	north	down	up	pass	'enter'
related something		down	up		exit									

Use Case ID	Description
UC02	Players shall be able to quit an ongoing game at any time during play.
UC04	Players can query their current status (item inventory, location, score, etc.) at any time during a game.
UC06	Players can navigate to different, connected rooms in the game.

TestCase

TC	TC title	Precondigion	expected	Covered ID
1	lookAround	game start	display item in room and room description	UC04 lookAround
2	jump ok	game start There is a room at the bottom.	move down	UC06 jump
3	jump NG	game start There is not a room at the bottom.	'can't move that way' message	UC06 jump
4	climb ok	game start There is a room on the top.	move up	UC04 climb
5	climb ng	game start There is not a room on the top.	'can't move that way' message	UC04 climb
6	inventory	game start	display items in inventory	UC04 inventory
7	terminate	game start	game end	UC02 terminate
8	help	select game mode	display game help guid	help
9	pass	game start	nothing	pass
10	'enter'	game start	nothing	'enter'
11	east ok	game start There is a room to the east.	move east way	UC06 east
12	east ng	game start There is not a room to the east.	'can't move that way' message	UC06 east
13	west ok	game start There is a room to the west.	move west way	UC06 west
14	west ng	game start There is a not room to the west.	'can't move that way' message	UC06 west
15	south ok	game start There is a room to the south.	move south way	UC06 south
16	south ng	game start There is not a room to the south.	'can't move that way' message	UC06 south

17	north ok	game start There is a room to the north.	move north way	UC06 north
18	north ng	game start There is not a room to the north.	'can't move that way' message	UC06 north
19	up ok	game start There is a room on the top.	move up	UC06 up
20	up ng	game start There is not a room on the top.	'can't move that way' message	UC06 up
21	down ok	game start There is a room at the bottom.	move down	UC06 down
22	down ng	game start There is not a room at the bottom.	'can't move that way' message	UC06 down