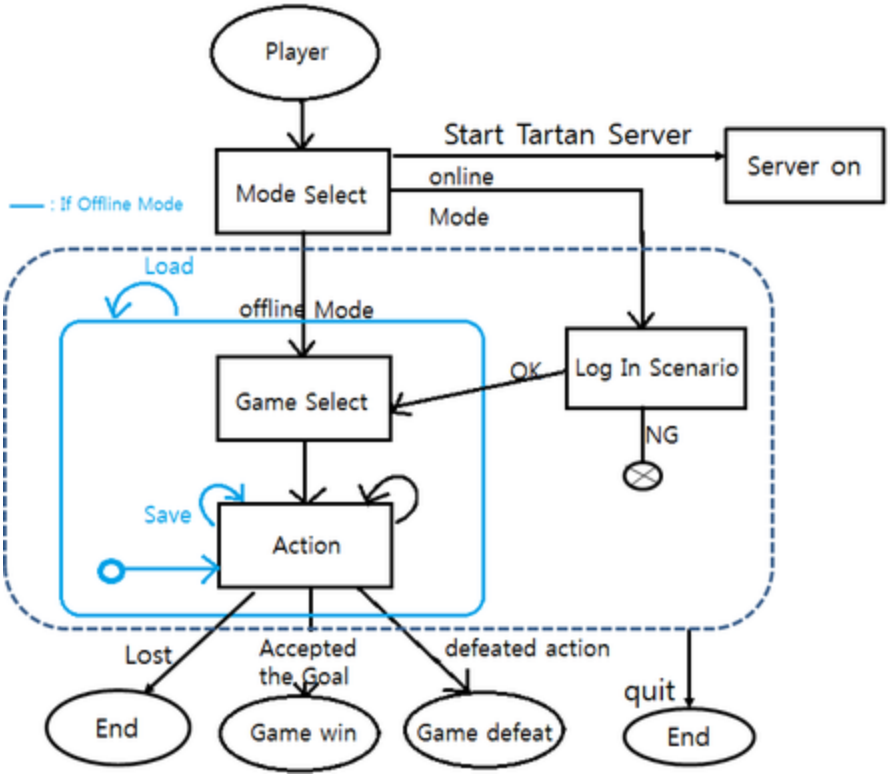
[TC] Scenario

- 1. Player
  - 1.1 coverage Items
  - 1.2 TestCase
- 2. Designer
  - 1.1 coverage Items
  - 1.2 TestCase

Use Case ID	Description	comment
UC01	Players shall be able to select a game to play from a list of installed games.	player
UC02	Players shall be able to quit an ongoing game at any time during play. • If Player want to play game again after quitting game, he should rung game again. • If Player don't save game before quitting game, he will lost his progress.	player
UC03	A player shall always be able to win a game. That is, all configured games must have at least one goal for a player to achieve. Games can have multiple goals, all of which must be met to win the game. • Maximum of multiple Goal is 3 goals.	player
UC04	Players can query their current status (item inventory, location, score, etc.) at any time during a game.	player
UC05	Players can pick up items they find in the game and place them in their inventory • Only Holdable Item can be picked up	player
UC06	Players can navigate to different, connected rooms in the game.	player
UC07	Players can drop items in their inventory during an active game. Dropping an item results in a deduction of points.	player
UC08	When a player achieves all goals for a game that game shall be considered won and immediately display the final score/status and terminate. Game termination should be immediate.	player
UC09	Game designers shall be able to configure and install new games.	designer
UC10	The platform shall alert game designers when newly created games are incomplete or misconfigured.	designer

1. Player



1.1 coverage Items

Use Case ID	Description	comment
UC01	Players shall be able to select a game to play from a list of installed games.	player
UC02	Players shall be able to quit an ongoing game at any time during play. • If Player want to play game again after quitting game, he should rung game again. • If Player don't save game before quitting game, he will lost his progress.	player
UC03	A player shall always be able to win a game. That is, all configured games must have at least one goal for a player to achieve. Games can have multiple goals, all of which must be met to win the game. • Maximum of multiple Goal is 3 goals.	player
UC04	Players can query their current status (item inventory, location, score, etc.) at any time during a game.	player
UC05	Players can pick up items they find in the game and place them in their inventory • Only Holdable Item can be picked up	player
UC06	Players can navigate to different, connected rooms in the game.	player
UC07	Players can drop items in their inventory during an active game. Dropping an item results in a deduction of points.	player
UC08	When a player achieves all goals for a game that game shall be considered won and immediately display the final score/status and terminate. Game termination should be immediate.	player

coverage Item	comment
TCOVER1	Game win
TCOVER2	Game quit

TCOVER3	Game defeat
TCOVER4 (new Feature)	Game Lost (network game)
TCOVER5 (new Feature)	Load Game win
TCOVER6 (new Feature)	Load Game quit
TCOVER7 (new Feature)	Load Game defeat
TCOVER8 (new Feature)	Log in error

1.2 TestCase

TC	Purpose/Title	scenario	Precondition	Expected Result	Coverage Item
P1	collector Game is win	Collector game start Item collecotor Game Win	there are the collector list (The item can contain inventory.)	Game goal score (The score calculation is correct.) The inventory contains the entire collector list.	TCOVER1 UC01 UC03 UC05 UC08
P2	Points Game is win	Point game start get Point Game Win	The points ,that can be acquired during the game operation, are larger than the game goal.	You can check the goal of the game. You can recognize the points acquired during the game. The final score is equal to or greater than the target score. The inventory list is correct.	TCOVER1 UC01 UC03 UC08
P3	Explorer Game is win	Explorer game start visit the rooms Game Win	The room of the goal list can be visited during the game.	You can check the goal of the game. Game scores and inventory information are accurate.	TCOVER1 UC01 UC03 UC06 UC08
P4	Darkness Game is win	Darkness game start visit the rooms Game Win	The room of the goal list can be visited during the game. There is a light item in game. Do not explore Darkroom without light.	You can check the goal of the game. Game scores and inventory information are accurate.	TCOVER1 UC01 UC03 UC06 UC08
P5	Defeat the Darkness game	Lock Demo start visit the rooms Defeat game	The room of the goal list can be visited during the game. Visit the Locked room without Light.	You can check the game failure. The game score is correct.	TCOVER3 UC01 UC03 UC06
P6	Lock Demo Game is win	Lock Demo start visit the rooms Game Win	The room of the goal list can be visited during the game. locked There is a key associated with the room and a key that can open that key exists in the game and can be acquired.	You can check the goal of the game. Game scores and inventory information are accurate.	TCOVER1 UC01 UC03 UC06

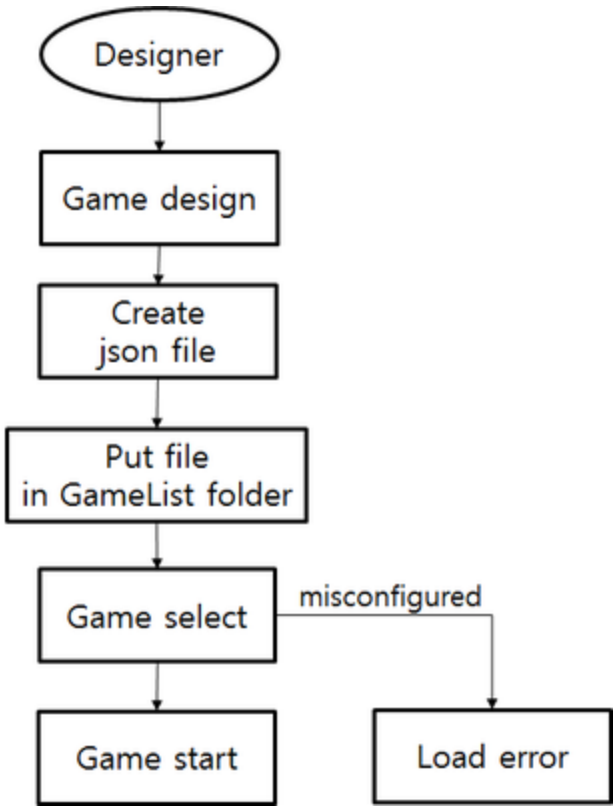
P7	Elevator Game is win	Elevator start get Point Game Win	The points that can be acquired during the game operation are larger than the game goal.	You can check the goal of the game. You can recognize the points acquired during the game. The final score is equal to or greater than the target score. The inventory list is correct.	TCOVER1 UC01 UC03 UC06
P8	Obscured Game is win	Obscured start visit the rooms Game Win	The room of the goal list can be visited during the game. The room can be found through action.	You can check the goal of the game. Game scores and inventory information are accurate.	TCOVER1 UC01 UC03 UC06
P9	Excavatable Game is win	Excavatable start get Items Game Win	A collector list exists in the game. (The item can contain inventory.)	You can check the goal of the game. Game scores and inventory information are accurate. The inventory contains the entire collector list.	TCOVER1 UC01 UC03 UC06
P10	Player quit the collector game	start quit game end		You can check the number of items collected so far. Ask if you want to save the game.	TCOVER2 UC01 UC02
P11	Player quit the Points game	start quit game end		You can check the points you have acquired so far. Ask if you want to save the game.	TCOVER2 UC01 UC02
P12	Player quit the Explorer game	start quit game end		You can check the number of rooms visited so far. Ask if you want to save the game.	TCOVER2 UC01 UC02
P13	Player quit the Darkness game	start quit game end		You can check the number of rooms visited so far. Ask if you want to save the game.	TCOVER2 UC01 UC02
P14	Player quit the Lock Demo game	start quit game end		You can check the number of rooms visited so far. Ask if you want to save the game.	TCOVER2 UC01 UC02
P15	Player quit the Elevator game	start quit game end		You can check the points you have acquired so far. Ask if you want to save the game.	TCOVER14 UC01 UC02
P16	Player quit the Obscured game	start quit game end		You can check the number of rooms visited so far. Ask if you want to save the game.	TCOVER2 UC01 UC02
P17	Player quit the Excavatable game	start quit game end		You can check the number of items collected so far. Ask if you want to save the game.	TCOVER2 UC01 UC02
P18	Player quit the Demo game	start quit game end		game over Ask if you want to save the game.	TCOVER2 UC01 UC02

P19	The Player can not achieve the collector game goal by his fault.	start disappear goal items Nothing happens.	Player lose the key or gold item (put key or gold in lock try to open lock)	Nothing happens.	UC01
P20	Network game win	start network game mode game win	server on log in ok	other player is lost You can check the goal of the game. Game scores and inventory information are accurate.	TCOVER4 UC08
P21	Network game lost	start network game mode game lost	server on log in ok	some player is win lost message	TCOVER1
P22	Network game defeat	start network game mode game defeat	server on log in ok	You can check the game failure. The game score is correct.	TCOVER3
P23	network game log in NG	start network game mode log in error	server is not working	game exit	TCOVER8
P24	network game log in NG	start network game mode log in error	server on pw is wrong	retry	TCOVER8
P25	offline mode load game game win	start offline game mode load game win	Saved game history	game win	TCOVER1 TCOVER5 UC01 UC03
P26	offline mode load game quit	start offline game mode load quit	Saved game history	game over Do not ask if you want to save.	TCOVER2 TCOVER6 UC01 UC02
P27	offline mode load game defeat	start offline game mode load defeat	Saved game history	You can check the game failure. The game score is correct.	TCOVER3 TCOVER7

2. Designer

1.1 coverage Items

Use Case ID	Description	comment
UC09	Game designers shall be able to configure and install new games.	designer
UC10	The platform shall alert game designers when newly created games are incomplete or misconfigured.	designer



coverage Item	comment
TCOVER1	New game load
TCOVER2	Game load error

1.2 TestCase

TC	Purpose/Title	scenario	Precondition	Expected Result	Coverage Item
D1	New game load	new game (*.json) file game start game select	game config. is valid	game start	TCOVER1 UC09
D2	New game load error	new game (*.json) file game start game select	game config. is invalid	game load error display the error message	TCOVER2 UC10