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| Name | TC1 |
| Requirement | Grab Item |
| Preconditions | User must be in a location with an item on the ground |
| Steps | 1. Enter command ( ) to pick up nearby item 2. Item is viewable in inventory |
| Expected Results | Item is placed into users inventory and stored for future use |

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| --- | --- |
| Name | TC2 |
| Requirement | Drop item |
| Preconditions | User must have item in his or her inventory |
| Steps | 1. Enter command ( ) to drop item currently in inventory 2. Item is moved from inventory to area stockpile on ground |
| Expected Results | Item is removed from user’s inventory and placed into the area stockpile. |

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| --- | --- |
| Name | TC3 |
| Requirement | Equip Item |
| Preconditions | User must have equippable item in inventory |
| Steps | 1. Select desired item 2. Enter command ( ) to equip item from inventory 3. Item is moved from inventory to player equipment |
| Expected Results | Desired item is moved from users inventory and equipped to users character |

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| --- | --- |
| Name | TC4 |
| Requirement | Unequip Item |
| Preconditions | User must have an item currently equipped |
| Steps | 1. Select desired item 2. Enter command ( ) to unequip item from player equipment 3. Item is moved from player equipment to inventory |
| Expected Results | Equipped item is moved from character equipment to user’s inventory. |

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| --- | --- |
| Name | TC5 |
| Requirement | Create New Character |
| Preconditions | User must be at the character creation menu after starting a new game. |
| Steps | 1. Type preferred player name when prompted 2. Select character gender by typing ‘M’ for male or ‘F’ for female 3. Character is created in Database |
| Expected Results | A new character is created in the database and placed into game world. |

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| Name | TC6 |
| Requirement | Save Game |
| Preconditions | User must be in gameplay environment with progress to be saved |
| Steps | 1. Type ‘save’ into text field 2. Game progress is saved |
| Expected Results | User’s progress is saved and may be accessed later to resume gameplay. |

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| Name | TC7 |
| Requirement | Load Game |
| Preconditions | A previously saved game must exist, and user must be on main menu. |
| Steps | 1. Select ‘Load Game’ from main menu 2. Game progress resumes from previous save point |
| Expected Results | Previously saved game is loaded, allowing user to resume gameplay from a previous stopping point. |

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| Name | TC8 |
| Requirement | Exit Game/Quit |
| Preconditions | User must be currently in game session. |
| Steps | 1. Type ‘quit’ into text input field 2. Gameplay stops and user is returned to main menu |
| Expected Results | User is returned to main menu |

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| --- | --- |
| Name | TC9 |
| Requirement | Close Program |
| Preconditions | User must be in gameplay session |
| Steps | 1. Type ‘quit’ into text input field 2. Program is terminated message appears |
| Expected Results | Program is terminated returning user to their desktop. |

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| --- | --- |
| Name | TC10 |
| Requirement | Buy Item |
| Preconditions | User must be interacting with a shopkeeper |
| Steps |  |
| Expected Results | Currency is removed from user’s inventory, and desired item placed in inventory. |

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| Name | TC11 |
| Requirement | Sell Item |
| Preconditions | User must be interacting with a shopkeeper and have an item in his or her inventory he or she wishes to sell. |
| Steps |  |
| Expected Results | Sold item is removed from user’s inventory and set amount of currency placed into inventory. |

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| Name | TC12 |
| Requirement | Engage In Combat |
| Preconditions | User must be in an area with an attackable enemy. |
| Steps |  |
| Expected Results | User is entered into combat scenario, with ability to fight against enemy. |

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| Name | TC13 |
| Requirement | Use Ability |
| Preconditions | User must be in combat |
| Steps |  |
| Expected Results | Desired ability is used, causing specified effect to either user or enemy. |

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| Name | TC14 |
| Requirement | Flee Combat |
| Preconditions | User must be in combat |
| Steps |  |
| Expected Results | User is removed from combat scenario |

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| Name | TC15 |
| Requirement | Converse |
| Preconditions | User must be in an area with an NPC capable of dialogue |
| Steps |  |
| Expected Results | User enters into dialogue with NPC |

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| Name | TC16 |
| Requirement | Move Player Character |
| Preconditions | Character must be in a location with available exits |
| Steps | 1. From available movement directions type the letter corresponding with the direction you would like to move into text input field (ex: N- North, U- Up etc) 2. Character moves to selected new location |
| Expected Results | Character is moved from starting location to specified new location. |

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| Name | TC17 |
| Requirement | View Location Details |
| Preconditions | Character must be in a map location currently |
| Steps | 1. Type ‘look’ into text input field 2. Details about current location are displayed on screen |
| Expected Results | User is provided with information about present location. |

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| Name | TC18 |
| Requirement | View Hint |
| Preconditions | User must be in a location on game map |
| Steps | 1. Type ‘hint’ into text input field 2. Hint about current location and progress are displayed on the screen. |
| Expected Results | User is provided with a hint about their current location and how to progress. |

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| Name | TC19 |
| Requirement | Display Character Attributes |
| Preconditions | User must be in a current game session with a created character. |
| Steps | 1. Type “charinfo” into text input field 2. Current character attributes and summary are displayed on screen. |
| Expected Results | User is presented with their character’s current stats and attributes |

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| Name | TC20 |
| Requirement | View Equipment |
| Preconditions | User must be in a current game session with a created character |
| Steps |  |
| Expected Results | User is presented with their character’s current equipment |

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| --- | --- |
| Name | TC21 |
| Requirement | View Player Inventory |
| Preconditions | User must be in a current game session with a created character |
| Steps |  |
| Expected Results | User is presented with their character’s current inventory. |