

With the target of this milestone focusing on the inventory system and new items, all our test deal with one of those two. Testing allowed us to verify the functionality of the newly implemented items and management of their use in the inventory panel.

1. attackPotionDamage- Verifies the attack potion when used increases the player's damage by 10
2. healthPotionHeal- Verifies the health potion when used increases the player's health by 20
3. magicCrystal- Verifies using a magic crystal loses the game
4. weaponChoice1- Verifies the correct damage for the player is set when swapping weapon1, a dagger
5. weaponChoice2- Verifies the correct damage for the player is set when swapping weapon1, a sword
6. weaponChoice3- Verifies the correct damage for the player is set when swapping weapon1, a great sword
7. attackPotionTemporary- Verifies the attack buff wears off after 5 attacks
8. startingWeapon- Verifies the starting weapon is in the inventory, sword
9. startingWeapon2- Verifies the starting weapon is in the inventory, dagger
10. startingWeapon3- Verifies the starting weapon is in the inventory, great sword