

More Health Manual Test Plan

Edward Xue (exue2)

November 20, 2014

1. Testing Heart Containers

- (a) Start a new minecraft world with my mod installed. Turn cheats on in the options.
- (b) In chat type /gamemode 1 to go to creative. Go to the misc tab and scroll down
- (c) Get a stack of the first heart container (the other one is the mimic heart)
- (d) Use it, and confirm you get a message and that you got a new heart
 - i. If there is a max heart cap, check that you can't go above the max hearts. The message on heart container usage should say it's a full heal instead.



2. Test heart pieces

- (a) Get heart pieces from the creative mode. Go to the crafting screen in inventory, 4 of them should make a heart container.



(b)

3. Test Cursed Hearts (mimic hearts)

- (a) These look like (and have same name) as heart containers
- (b) In creative mode, it's the rightmost heart container.
- (c) Use it and make sure you are cursed (wither effect applied) and that you get a message



(d)

4. Test health saving

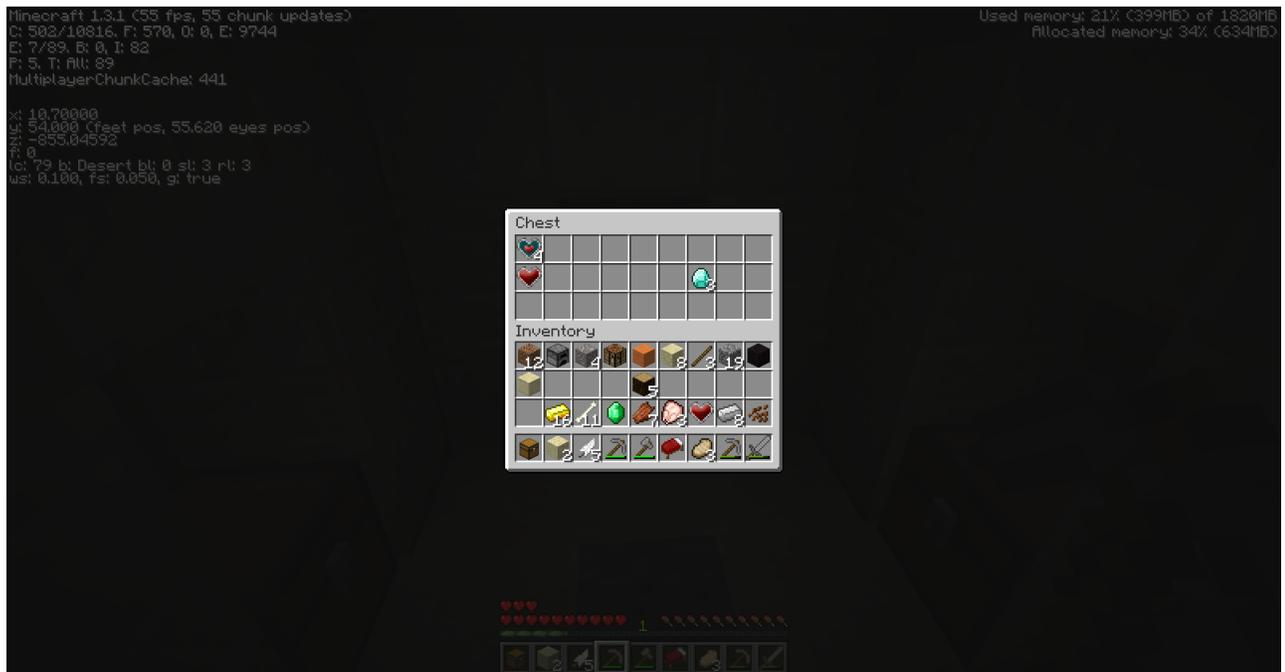
- (a) Health data should be saved on log in (join world), on log out (leave world), on change dimension, and on respawn.
 - i. Test login/logout by getting a few new hearts, confirming in the GUI that you have new hearts, then completely close minecraft. Restart and reenter world and check to see if your hearts are still there.
 - ii. To test if you kept hearts on death, or lost them (expected if hard core mode is enabled), type /kill
 - A. After that, respawn and check if you respawn with your extra hearts or not.
 - iii. To check if health is saved on dimension change, create a nether portal. Create the structure with obsidian like in the picture, then set it on fire with right click of the flint and tinder.



iv.

5. Test Chest Loot

- (a) This is hard to do, as you need to find chests generated in the world, which can be hard to do.
- (b) Testers can install an “invisible” texture pack that makes all blocks clear, meaning it’s easier to see dungeons/chests.
- (c) The chests should have random amounts of heart pieces and containers.



(d)

6. Test Enchantment System

- Right now, only armor items (chest plate, boots, helmet, etc) can have access to heart enchantments (range from 1 to 5)
- Either find the Heart enchantment books in creative mode (look for where all the enchantment book items are – pink looking book in the tab with the golden sword on it).
- Or craft a enchantment table and surround it with bookcases. Place item you want to enchant in it and hopefully get the heart enchantment (theres a weighted chance to get the heart enchantment vs other armor enchantments).



i.

(d) Try adding an enchantment to armor (through book)



i.

ii. Note how this fails to work with a sword (since its not armor)



iii.

- (e) Try equipping an enchanted armor. In this case, the enchanted armor is level V, so it should add 5 hearts. Check to see if this is true.



i.

- (f) Try unequipping the armor. You should have the max health that you started with before you equipped the enchanted armor

