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| B/E/I | What am I testing | Expected result | What happened | Comments (Changes needed) |
| E | Producing the first map that is made before the algorithm activates | A 5x5 grid of 1’s, surrounded by 0’s around each 1 |  | Need to find out what doesn’t work |
|  |  |  |  | Printing out the rows, they have an extra list of zeros out the front |
| E | Producing the first map that is made before the algorithm activates | A 5x5 grid of 1’s, surrounded by 0’s around each 1 |  | The problem was me using extend wrong  Works now – though I will probably change the 0’s and 1’s to make it look nicer |
| E | Producing the first map that is made before the algorithm activates | A 5x5 grid of x’s, surrounded by -’s around each x |  | Works as expected, looks much nicer now |
|  |  |  |  | I got only to wrong edges |
|  |  |  |  | Works as expected |
|  |  |  |  | s |
|  |  |  |  |  |
|  |  |  |  | Works as expected. Just is not very readable |
|  |  |  |  | Works as expected, no disconnected parts, were black is the walls, and white is walkable |
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