Method tested	ID	Comment
__init__	010A	maze class has attribute "_map", "_numRow",
can move	010B	maze can move to (1,1) , can not move to (0.0
is item	010C	(1,1) is an item and (1,3) is not an item
is exit	010D	(4,6) is exit and (1,1) is not exit
__init__	020A	player class has attribute "_backpack"
pick up item	020B	player backpack could pick up item "A"
__init__	030A	player's name, score, and date are all correct without type Error
List append	030B	score list can append correctly
item text	040A	text if the fm get the date properly
add unique player	040B	test manager only list one player items
test items	040C	test if the item is the new player
load from json (filename)	040D	test the open is called with the correct file name and load one score item in the manager