

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"

, '\_numCol', '\_player', '\_player\_position'