|  |  |  |
| --- | --- | --- |
| 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