**keyPrint.m**

Test #1, testing the key value for each keyboard keys

**input**: A B C leftArrow upArrow

**Expected Output:**

You pressed key: 97

You pressed key: 98

You pressed key: 99

You pressed key: 28

You pressed key: 30

Ended

**output:**

You pressed key: 97

You pressed key: 98

You pressed key: 99

You pressed key: 28

You pressed key: 30

Ended

**Conclusion** test #1 functions as expected, and pressing upArrow key ends the program.

Test #2, Testing for non-input keys

**Input:** mouseClick A A mouseClick

**Expected Output:**

You pressed key:

You pressed key: 97

You pressed key: 97

You pressed key:

**Output:**

You pressed key:

You pressed key: 97

You pressed key: 97

You pressed key: 97

**Conclusion:** mouseClick imitates the last press key if it exists, otherwise it prints nothing.

**movementTesting\_1 Test cases**

**Test #1 for movement with keyboard key**

**input**: upKey, upKey, downKey, downKey

**Outcome**: The grey dot moves up twice, then down twice as expected

**Test #2 for non-Keyboard inputs**

**Input:** mouseClick leftArrow rightArrow mouseClick mouseClick

**Outcome:**  The grey dot does not move, then moves left, then moves right, then moves right 2 more times.

**Conclusion**: Similar to the issue with Test #2 for keyPrint.m, mouseClick either imitates the last keyboard key, or returns an empty value.

**Test #3 for Boundaries**

**Input: leftKey leftKey leftKey leftKey**

**Outcome:** The grey dot moves left of the array until it goes past it, throwing an Index error.

**Conclusion**: There has to be a limit on where player can move, so that they don’t go outside the map.

**Test #4 reaching the finish line**

**Input**: {Moving towards the goal}

**Expected output:** “Player Won!” Followed by the program closing

**Output**: “Player Won!” Followed by the program closing

**movementTesting\_2 Test cases**

**Test #1 for movement**

**Input:** leftKey upKey rightKey downKey

**Conclusion:** Movement is expected

**Test #2 for non-keyboard inputs**

**Input:** mouseClick leftKey mouseClick

**Expected Output:** only move left once

**Output:** only move left once

**Test #3 reaching the finish line**

**Input**: {Moving towards the goal}

**Expected output:** “Player Won!” Followed by the program closing

**Output**: “Player Won!” Followed by the program closing