Feature #3: User Generated Mapping

1. Testing Logic
   1. What happens if the map file has data fields that are invalid?
   2. What would happen if there were no ropes in a map file?
   3. Multiple Players?
   4. What if they try to input a file that was not a map file, maybe a different extension like .doc or .log, something that doesn’t resemble a map file
2. Testing Parameters
   1. First off we would need something to check the extension of map files, a method for us to check that it ends in .map and not something along the lines of .doc.
   2. From here we would need to maybe parse the map on input, to make sure that if there is more than one players it tells the user to correct the map? Or maybe add a new instance of the miniAT robot and allow multiplayer. More on that later.
   3. If there is no ropes it would need a method to bounce it, again this could be as simple as parsing the map file on input and making sure there is a minimum quantity of ropes. This could also be used to fight invalid data fields.
3. Testing Results
   1. We were not able to create a test for this yet, there might be more to come soon. See above for how we would have tested.