**Test Table**

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| **Test no.** | **Input** | **Response** | **Correct**  **(Y/N)** |
| 1. | take | Removes the artifact from the current room and puts it in the adventurer’s backpack. | Y |
| 2. | drop | Removes the artifact from the adventurer’s backpack and places it in the current room. | Y |
| 3. | save | Saves the state of the underground to a text file selected by the user. If the file already exists, prompt the user to overwrite the existing file or cancel. | Y |
| 4. | restore | Restores the underground from a previously saved text file. If the file doesn’t exist, display an appropriate message. | Y |
| 5. | inventory | Displays the contents of the adventurer’s backpack. | Y |