Part 6. of Project Report:

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| **Test file** | **Description** | **Passed** |
| at00\_abstract\_state\_initial\_message.txt | Display **Abstract State:** **Command-Specific Messages:** **Initial Message (1)** in the user’s output. | Yes |
| at01\_abstract\_state\_status.txt | Display Abstract State: Command-Specific Messages: **status (1 and 2)** in the user’s output. | Yes |
| at02\_abstract\_state\_land\_and\_liftoff.txt | Display Abstract State: Command-Specific Messages: **land (1 and 2)** in the user’s output.  Display Abstract State: Command-Specific Messages: **liftoff (1)** in the user’s output. | Yes |
| at03\_abstract\_state\_abort.txt | Display Abstract State: Command-Specific Messages: **abort (1)** in the user’s output. | Yes |
| at04\_aborting\_while\_landed.txt | Display Abstract State: Command-Specific Messages: **abort (1)** in the user’s output. (specifically, while explorer is landed) | Yes |
| at05\_abstract\_state\_game\_is\_over\_and\_abstract\_death\_messages\_explorer\_1\_to\_4.txt | Display Abstract State: **Command-Specific Messages: game is over (1)** in the user’s output.  Displays Abstract State: **Death Messages: EXPLORER (1,2,3 and 4)** in the user output. | Yes |
| at05\_abstract\_death\_messages\_explorer\_part2.txt | Displays Abstract State: Death Messages: **EXPLORER (2)** in the user output. (specifically, for the case when explorer dies after wormhole command is executed by user) | Yes |
| at06\_abstract\_death\_messages\_benign.txt | Displays Abstract State: Death Messages: **BENIGN (1 and 2)** in the user output. | Yes |
| at06\_abstract\_death\_messages\_benign\_part\_2.txt | Displays Abstract State: Death Messages: **BENIGN (3)** in the user output. | Yes |
| at07\_abstract\_death\_messages\_malevolent.txt | Displays Abstract State: Death Messages: **MALEVOLENT (1,2 and 3)** in the user output. | Yes |
| at07\_abstract\_death\_messages\_malevolent\_part2.txt | Displays Abstract State: Death Messages: **MALEVOLENT (4)** in the user output. | Yes |
| at08\_abstract\_death\_messages\_janitaur.txt | Displays Abstract State: Death Messages: **JANITAUR (1 and 2)** in the user output. | Yes |
| at08\_abstract\_death\_messages\_janitaur\_part2\_and\_asteroid.txt | Displays Abstract State: Death Messages: **JANITAUR (3) and ASTEROID (2)** in the user output. | Yes |
| at08\_abstract\_death\_messages\_asteroid\_part2.txt | Displays Abstract State: Death Messages: **ASTEROID (1)** in the user output. | Yes |
| at09\_abstract\_death\_messages\_planet.txt | Displays Abstract State: Death Messages: **PLANET (1)** in the user output. | Yes |
| at10\_abstract\_state\_error\_messages\_no\_mission\_in\_progress.txt | Displays **Abstract State: Error Messages: ABORT (1), LAND (1), LIFTOFF (1), MOVE (1), PASS (1), STATUS (1) and WORMHOLE (1)** in the user output. | Yes |
| at11\_abstract\_state\_error\_messages\_land\_and\_liftoff\_and\_wormhole\_and\_move.txt | Displays Abstract State: Error Messages: **LAND (2,3,4,5), LIFTOFF (2), MOVE (2) and WORMHOLE (2 and 3)** in the user output. | Yes |
| at11\_abstract\_state\_error\_messages\_move.txt | Displays Abstract State: Error Messages: **MOVE (3)** in the user output. | Yes |
| at12\_abstract\_error\_messages\_play\_and\_test.txt | Displays Abstract State: Error Messages: **PLAY (1) and TEST (1 and 2)** in the user output. | Yes |
| at13\_testing\_commands\_by\_state\_landed.txt | **Confirming** that commands which should be invalid (land, move, test, wormhole, play) /valid (status, pass, liftoff, abort) while the explorer is landed, respond appropriately. | Yes |
| at14\_testing\_commands\_by\_state\_play\_and\_test.txt | Confirming that commands which should be invalid (liftoff, test, play) /valid (pass, status, abort) while the explorer is not landed, respond appropriately. | Yes |
| at15\_actions\_and\_consequences\_move\_wormhole\_and\_fuel.txt | Confirming that commands (move, pass, wormhole) which may affect (increase or decrease) the explorer’s fuel respond appropriately. | Yes |
| at15\_actions\_and\_consequences\_move\_land\_liftoff\_and\_fuel.txt | Confirming that commands (land, move, liftoff) which may affect (increase or decrease) the explorer’s fuel respond appropriately. | Yes |
| at16\_npc\_reproduction.txt | Confirm that Janitaur, Benign and Malevolent produce accordingly. | Yes |
| at17\_npc\_wormholeing\_malevolent\_and\_benign.txt | Confirming that Malevolent and Benign entities prefer wormhole-ing if there exists a wormhole in their sector. | Yes |
| at18\_npc\_load\_increment\_and\_load\_clearing.txt | Confirming that a Janitaur’s load increments appropriately, and a Janitaur’s load resets to zero if there exists a wormhole in its sector. | Yes |
| at19\_interesting\_case\_explorer\_is\_killed\_and\_his\_sector\_becomes\_full.txt | **Interesting** **case** where pass command is executed and explorer dies, and its sector is filled with non explorer entities. | Yes |
| at19\_interesting\_case\_wormholing\_into\_same\_sector.txt | Interesting case where executing wormhole command will wormhole the explorer, back into its current sector. | Yes |
| at19\_interesting\_case\_multiple\_planets\_death\_case.txt | Interesting case where multiple planets die after a turn command. | Yes |
| at19\_interesting\_case\_wormhole\_and\_blackhole\_death.txt | Interesting case where explorer wormholes into the blackhole. | Yes |
| at20\_special\_case\_planet\_has\_yet\_to\_attach\_so\_explorer\_cannot\_land.txt | Confirming **a special case** that when a planet has yet to attach to a yellow star in its sector, the explorer cannot land on the planet. | Yes |
| at21.txt | **Test** a winning condition in test mode. | Yes |
| at22.txt | Test a winning condition in play mode. | Yes |
| at23.txt | Test losing condition in test mode (lose by out of life). | Yes |

(b) A screen shot of the result from running the above set of regression tests.

