

## Test plan

Instruction	Category	Input	Description	Expected output	Success criteria
Test menu function	Unit testing	"1", "2", "3", "4"	Pause the game temporarily and allow the user to resume, save game, access archive, or quit	resume() save_game() archive() setup()	1, 2, 4
Test narrate function	Unit testing	"43", "45"	Write the lines indicated by the input that are in the narrate.txt file	Right, not much to see here.  So this is the bathroom.	1, 2, 3
Test save game function	Integration	From menu() enter "2"	Save the user name, checkpoint, archive list, and time into the database	In database.txt, f"{encoded name}, {event}, {archive_len}, {time}"	1, 2, 3
Test input recognize function	Integration	"clock"	Checks and runs eligible commands. If unable to run, return "{command} not recognized"	clock(chap_num)	1
Test for bugs	Code review	-	Play through the game to check for inconsistencies, error messages, program stops working, etc.	-	
Test for variable naming	Code review	-	Variables are clear and their names are meaningful	-	