TEST CASES PROVIDED BY DAN BAUER

Test Cases...  
1: Ensure data validation on username entry.  
    - Whitespace.  
    - Different starting character types.

* Tested. Added coded to ensure that no special characters can be added to the string. Login in window only allows names with letters, numbers, spaces, and underscores

2: Run into all the walls of the game.

* Tested. Every single possible wall resulted in a “You can’t move that way message”.

3: Exit the Game at any given moment, especially in the middle of the Maze.

* Tested and fixed. When the character saves in the maze, it now loads the character outside the maze upon restarting.

4: Ensure Form Window Integrity.  
    - Resizing cannot cover elements.

* All forms are not resizable

5: Ensure riddle can't be broken on crazy input.

* Being that a numeric up down was used, every input possible won’t break the riddle

6: Ensure User inventory maintains self and items don't reappear in the game.

* Tested and fixed. If an item is in the user’s inventory, it won’t appear on the ground upon relaunching the game.

7: Ensure Start dialog from the old man doesn't reset at a new Log in.

* Tested. If the character has the shiny key in their inventory, the old man dialog won’t reset.

8: Ensure "Nothing Interesting" happens at all intended places.

* Tested. Interact button worked properly in all scenarios.

9: Ensure Multiple Separate Windows cannot be produced.

* Tested. Only one of each potential form can be opened at a time

10: Ensure Map remains explored with character saves.

* Tested. Map works as intended for all character saves.