**App06 Testing**

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| Test No. | Proposed test | Data Entered | Expected Result | Actual Result | Comments |
| 01 | East from outside | “go east” from the outside | Enters the theatre | Enters the theatre |  |
| 02 | South from outside | “go south” from outside | Enters the lab | Enters the lab |  |
| 03 | West form outside | “go west” from outside | Enters the pub | Enters the pub |  |
| 04 | Pick item from room | “pick item” | Adds Item in inventory array | found object |  |
| 05 | Wrong direction | “go south” from gym | Shows error message | Shows “there’s no door” message |  |
| 06 | No second command when changing rooms | “go ” from office | Shows error | Shows “Go where?” message |  |
| 07 | Wrong item you picked up | “pick Book” from office | Shows error | Shows “The item can’t be found here” message |  |
| 08 | Missing second command when picking item | “pick ” from gym | Shows error | Shows the “Get what?” message |  |
| 09 | Use item | “use keys” from printer room | Access activity and display it | “You used the key from the office to 3D print your project.” message |  |
| 10 | Use item | “use Keys” from printer room | Every time you use an object, decrease the stamina | Player’s stamina decreases by 30 |  |
| 11 | Use item | “use Keys” from printer room | Every time you use an object, increase score | Player’s final score increases by 20 |  |
| 12 | Losing condition |  | If stamina is lower than 20 player loses | Displays the “Unfortunately, you weren't able to keep up with your stamina. As a result, you have lost the game.” message |  |
| 13 | Winning condition |  | If points are equal to 140 then player wins | Displays the “Congratulations! You've won the game.” |  |
| 14 | Low stamina |  | If stamina are greater than 20 | Displays the “You're running low on stamina. Please rest up.” message |  |
| 15 | Used wrong item | “use Racquets” from lab | Shows an error | Displays the “This item cannot be used here” message |  |
| 16 | Help command | “help” |  | Shows an overview of the game and what you need to do to win. |  |
| 17 | Inventory command | “x” |  | Displays all the items in your inventory |  |
| 18 | End the game | “quit” |  | Stops the game |  |
| 19 | Unknown command | “?” |  | Displays “I don’t know what you mean…..” message |  |
| 20 | Go command | “go gym” |  | Enters into a room and displays a long description of the room. |  |