Manuel test

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| ID | Scenario | Input | Expected result | Actual result | Pass/Fail |
| T1 | Take gold | Take gold | Randomgold added to playergold | Randomgold added to playergold | OK |
| T2 | Go north and fight monster | North.  Fight/attack. | Player goes north and fights the monster | Player goes north and fights the monster | OK |
| T3 | Equip fur hat, and add value to player defense | equip | Player equip fur hat, and defense stat increases to 2 | Player equips fur hat, and have 2 in defense | OK |
| T4 | Equip wooden sword, and add value to player attack | equip | Player equip wooden sword and damage increases to 4 | Player equips wooden sword, and now have 4 damage | OK |
| T5 | Go north and fight monster, and get experience | North.  Fight. | Player defeats monster and earns exp. | Player defeats monster and earns exp. | OK |
| T6 | Use rotten meat that player got from monster | Use | Player uses rotten meat and gets healed | Nothing | Fail |
| T7 | Pick up red mushroom | Pick up | Player uses red mushroom | Nothing | Fail |
| T8 | Bossfight. Defeat the last monster to win, player dies to end game | Fight | Player dies, game ends | Player dies, the game ends | OK |
| T9 | Highscore | Hs | Show highscore | Output prints higshcore | OK |