A07 - TEST CASES

Test Case 1: Changing the monster name

Successful case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: boil-covered wretch
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): name
5. Enter new monster name (Current: 'boil-covered wretch', press Enter to keep): bcw

   🔍 Scanning for references to 'boil-covered wretch' in other monsters...
   ✅ Monster 'boil-covered wretch' successfully renamed to 'bcw'!
   ✅ Monster name changed to 'bcw'!

   === Editing: bcw ===
   name: bcw
   plural: boil-covered wretches
   base: townsfolk
   color: g
   speed: 110
   hit-points: 2
   hearing: 6
   armor-class: 1
   sleepiness: 50
   depth: 0
   rarity: 1
   experience: 0
   blow: DROOL
   flags: MALE, RAND_25 | OPEN_DOOR | BASH_DOOR | TAKE_ITEM
   desc: Ugly doesn't begin to describe him.

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done

   ✅ bcw successfully updated!

✅ Backup created: C:\Users\Hannah\Downloads\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt.backup

✅ Changes saved to C:\Users\Hannah\Downloads\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt, and logged in logs/mfe_changes.log

Test Case 2: Changing the rarity attribute

Successful case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): rarity
5. Enter new value for rarity(Current: '2', press Enter to keep): 5
    ✅ Updated rarity: 5

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
    ✅ filthy street urchin successfully updated!
    ✅ Backup created:
C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt.backup
    ✅ Changes saved to
C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt, and logged in logs/mfe_changes.log
7. Check the monster.txt file to make sure it was updated
    name:filthy street urchin
    base:townsfolk
    color:D
    speed:110
    hit-points:3
    hearing:4
    armor-class:1
    sleepiness:40
    depth:0
    rarity:5
    experience:0
    blow:BEG

blow:TOUCH:EAT_GOLD
flags:MALE
flags:RAND_25 | OPEN_DOOR | TAKE_ITEM
friends:50:2d1:Scrawny cat
friends:50:2d1:Scruffy little dog
friends:100:3d4:Same
desc:He looks squalid and thoroughly revolting.

Unsuccessful Case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): rarity
5. Enter new value for rarity (Current: '2', press Enter to keep): abc
   ⚠️ Error: 'abc' is not a valid number for rarity. Try again.

   === Editing: filthy street urchin ===
   name: filthy street urchin
   base: townsfolk
   color: D
   speed: 110
   hit-points: 3
   hearing: 4
   armor-class: 1
   sleepiness: 40
   depth: 0
   rarity: 2
   experience: 10
   blow: BEG:NONE:1d1, TOUCH:EAT_GOLD
   flags: MALE, RAND_25 | OPEN_DOOR | TAKE_ITEM
   friends: 50:2d1:Scrawny cat, 50:2d1:Scruffy little dog, 100:3d4:Same
   desc: He looks squalid and thoroughly revolting.

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values):

Test Case 3: Changing the depth attribute

Successful case:

1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): depth
5. Enter new value for depth(Current: '0', press Enter to keep): 99
   ✅ Updated depth: 99

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
   ✅ filthy street urchin successfully updated!
   ✅ Backup created: C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt.backup
   ✅ Changes saved to C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt, and logged in logs/mfe_changes.log
7. Check the monster.txt file to make sure it was updated
   name:filthy street urchin
   base:townsfolk
   color:D
   speed:110
   hit-points:3
   hearing:4
   armor-class:1
   sleepiness:40
   depth:99
   rarity:2
   experience:0
   blow:BEG
   blow:TOUCH:EAT_GOLD
   flags:MALE
   flags:RAND_25 | OPEN_DOOR | TAKE_ITEM
   friends:50:2d1:Scrawny cat
   friends:50:2d1:Scruffy little dog
   friends:100:3d4:Same
   desc:He looks squalid and thoroughly revolting.

Unsuccessful Case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin

4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values):depth
5. Enter new value for depth (Current: '0', press Enter to keep): abc
   ⚠️ Error: 'abc' is not a valid number for depth. Try again.

   === Editing: filthy street urchin ===
   name: filthy street urchin
   base: townsfolk
   color: D
   speed: 110
   hit-points: 3
   hearing: 4
   armor-class: 1
   sleepiness: 40
   depth: 0
   rarity: 2
   experience: 10
   blow: BEG:NONE:1d1, TOUCH:EAT_GOLD
   flags: MALE, RAND_25 | OPEN_DOOR | TAKE_ITEM
   friends: 50:2d1:Scrawny cat, 50:2d1:Scruffy little dog, 100:3d4:Same
   desc: He looks squalid and thoroughly revolting.

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values):

Test Case 4: Changing the speed attribute

Successful case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): speed
5. Enter new value for speed (Current: '110', press Enter to keep): 500
   ✅ Updated 'speed': 500

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
   ✅ filthy street urchin successfully updated!
   ✅ Backup created:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\
monster.txt.backup

☑ Changes saved to
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\
monster.txt, and logged in logs/mfe_changes.log

7. Check the monster.txt file (the path that you gave the program) to see the change
name:filthy street urchin
base:townsfolk
color:D
speed:500
hit-points:3
hearing:4
armor-class:1
sleepiness:40
depth:0
rarity:2
experience:0
blow:BEG:NONE
blow:TOUCH:EAT_GOLD
flags:MALE
flags:RAND_25 | OPEN_DOOR | TAKE_ITEM
friends:50:2d1:Scrawny cat
friends:50:2d1:Scruffy little dog
friends:100:3d4:Same
desc:He looks squalid and thoroughly revolting.

Unsuccessful Case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): speed
5. Enter new value for speed (Current: '110', press Enter to keep): abc
   ⚠ Error: 'abc' is not a valid number for speed. Try again.

   === Editing: filthy street urchin ===
   name: filthy street urchin
   base: townsfolk
   color: D
   speed: 110

hit-points: 3
hearing: 4
armor-class: 1
sleepiness: 40
depth: 0
rarity: 2
experience: 10
blow: BEG, TOUCH:EAT_GOLD
flags: MALE, RAND_25 | OPEN_DOOR | TAKE_ITEM
friends: 50:2d1:Scrawny cat, 50:2d1:Scruffy little dog, 100:3d4:Same
desc: He looks squalid and thoroughly revolting.

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values):

Test Case 5: Changing the hit-points attribute

Successful case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): hit-points
5. Enter new value for hit-points (Current: '3', press Enter to keep): 50
   ✅ Updated 'hit-points': 50

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
   ✅ filthy street urchin successfully updated!
   ✅ Backup created:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\
monster.txt.backup

   ✅ Changes saved to
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\
monster.txt, and logged in logs/mfe_changes.log

7. Check the monster.txt file (the path that you gave the program) to see the change
   name:filthy street urchin
   base:townsfolk
   color:D

speed:110

hit-points:50

hearing:4

armor-class:1

sleepiness:40

depth:0

rarity:2

experience:0

blow:BEG:NONE

blow:TOUCH:EAT_GOLD

flags:MALE

flags:RAND_25 | OPEN_DOOR | TAKE_ITEM

friends:50:2d1:Scrawny cat

friends:50:2d1:Scruffy little dog

friends:100:3d4:Same

desc:He looks squalid and thoroughly revolting.

Unsuccessful Case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): hit-points
5. Enter new value for hit-points (Current: '3', press Enter to keep): abc
   ⚠ Error: 'abc' is not a valid number for hit-points. Try again.

   === Editing: filthy street urchin ===
   name: filthy street urchin
   base: townsfolk
   color: D
   speed: 110
   hit-points: 3
   hearing: 4
   armor-class: 1
   sleepiness: 40
   depth: 0
   rarity: 2
   experience: 10
   blow: BEG, TOUCH:EAT_GOLD
   flags: MALE, RAND_25 | OPEN_DOOR | TAKE_ITEM

friends: 50:2d1:Scrawny cat, 50:2d1:Scruffy little dog, 100:3d4:Same
desc: He looks squalid and thoroughly revolting.

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values):

Test Case 6: Changing the experience attribute

Successful case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): experience
5. Enter new value for experience (Current: '0', press Enter to keep): 10
   ✅ Updated 'experience': 10

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
   ✅ filthy street urchin successfully updated!
   ✅ Backup created:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\
monster.txt.backup

   ✅ Changes saved to
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\
monster.txt, and logged in logs/mfe_changes.log

7. Check the monster.txt file (the path that you gave the program) to see the change
   name:filthy street urchin
   base:townsfolk
   color:D
   speed:110
   hit-points:50
   hearing:4
   armor-class:1
   sleepiness:40
   depth:0
   rarity:2

==Highlight:== experience:10
blow:BEG:NONE
blow:TOUCH:EAT_GOLD
flags:MALE
flags:RAND_25 | OPEN_DOOR | TAKE_ITEM
friends:50:2d1:Scrawny cat
friends:50:2d1:Scruffy little dog
friends:100:3d4:Same
desc:He looks squalid and thoroughly revolting.

Unsuccessful Case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): experience
5. Enter new value for hit-points (Current: '50', press Enter to keep): abc
   ⚠ Error: 'abc' is not a valid number for experience. Try again.

   === Editing: filthy street urchin ===
   name: filthy street urchin
   base: townsfolk
   color: D
   speed: 110
   hit-points: 3
   hearing: 4
   armor-class: 1
   sleepiness: 40
   depth: 0
   rarity: 2
   experience: 10
   blow: BEG, TOUCH:EAT_GOLD
   flags: MALE, RAND_25 | OPEN_DOOR | TAKE_ITEM
   friends: 50:2d1:Scrawny cat, 50:2d1:Scruffy little dog, 100:3d4:Same
   desc: He looks squalid and thoroughly revolting.

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values):

Test Case 7: Changing the blows attribute

Successful case:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): blow

   📌 Editing blows (Current: CLAW:NONE, SPIT:FIRE)

   Options for editing blows:
   1. Edit an existing blow
   2. Add a new blow (Max: 4)
   3. Remove a blow
   4. Exit blow editing
5. Enter choice (1-4): 1

   Select the blow to edit:
   1. CLAW:NONE
   2. SPIT:FIRE
6. Enter blow number to edit: 1
7. Enter new method (Current: 'CLAW', press Enter to keep): HIT
8. Enter new effect (Current: 'NONE', press Enter to keep):
9. Enter new power (Current: '1d1', press Enter to keep):
   ✅ Updated blow: HIT:NONE:1d1

   📌 Editing blows (Current: HIT:NONE:1d1, SPIT:FIRE)

   Options for editing blows:
   1. Edit an existing blow
   2. Add a new blow (Max: 4)
   3. Remove a blow
   4. Exit blow editing
   Enter choice (1-4): 2
10. Enter new blow method: BUTT
11. Enter new blow effect: HURT
12. Enter new blow power:
    ✅ Added new blow: BUTT:HURT:

    📌 Editing blows (Current: HIT:NONE:1d1, SPIT:FIRE, BUTT:HURT:)

Options for editing blows:
1. Edit an existing blow
2. Add a new blow (Max: 4)
3. Remove a blow
4. Exit blow editing
13. Enter choice (1-4): 4

✅ Exiting blow editing.

✅ Updated 'blow': HIT:NONE:1d1, SPIT:FIRE, BUTT:HURT:

14. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done

✅ filthy street urchin successfully updated!

✅ Backup created:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\ga
medata\monster.txt.backup

✅ Changes saved to
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\ga
medata\monster.txt, and logged in logs/mfe_changes.log

15. Check the monster.txt file (the path that you gave the program) to see the change
name:filthy street urchin
base:townsfolk
color:D
speed:110
hit-points:50
hearing:4
armor-class:1
sleepiness:40
depth:0
rarity:2
experience:0
blow:HIT:NONE:1d1
blow:SPIT:FIRE
blow:BUTT:HURT:
flags:MALE
flags:RAND_25 | OPEN_DOOR | TAKE_ITEM
friends:50:2d1:Scrawny cat
friends:50:2d1:Scruffy little dog

friends:100:3d4:Same
desc:He looks squalid and thoroughly revolting.

Unsuccessful Case: Trying to add a new blow method that doesnt exist in the game

1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): blow

   📌 Editing blows (Current: HIT:NONE:1d1, SPIT:FIRE, BUTT:HURT:)

   Options for editing blows:
   1. Edit an existing blow
   2. Add a new blow (Max: 4)
   3. Remove a blow
   4. Exit blow editing
5. Enter choice (1-4): 1

   Select the blow to edit:
   1. HIT:NONE:1d1
   2. SPIT:FIRE
   3. BUTT:HURT:
6. Enter blow number to edit: 2
7. Enter new method (Current: 'SPIT', press Enter to keep): DAYLIGHT
   ⚠️ Invalid method, please enter a valid blow method.

   📌 Editing blows (Current: HIT:NONE:1d1, SPIT:FIRE, BUTT:HURT:)

   Options for editing blows:
   1. Edit an existing blow
   2. Add a new blow (Max: 4)
   3. Remove a blow
   4. Exit blow editing

Unsuccessful Case: Trying to add a new blow effect that doesn't exist in the game

1. Input the full path to your monster.txt file

2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): blow

    📌 Editing blows (Current: BEG, TOUCH:EAT_GOLD)

    Options for editing blows:
    1. Edit an existing blow
    2. Add a new blow (Max: 4)
    3. Remove a blow
    4. Exit blow editing
5. Enter choice (1-4): 1

    Select the blow to edit:
    1. BEG
    2. TOUCH:EAT_GOLD
6. Enter blow number to edit: 2
7. Enter new method (Current: 'TOUCH', press Enter to keep):
8. Enter new effect (Current: 'EAT_GOLD', press Enter to keep): zebra
    ⚠️ Invalid effect, please enter a valid blow effect.

    📌 Editing blows (Current: BEG, TOUCH:EAT_GOLD)

    Options for editing blows:
    1. Edit an existing blow
    2. Add a new blow (Max: 4)
    3. Remove a blow
    4. Exit blow editing
    Enter choice (1-4):

Test Case 8: Searching for an attribute that doesn't exist

1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): age
    ❌ Invalid attribute 'age'! You can only edit existing attributes.
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
    ✅ village idiot successfully updated!

✅ Backup created:
C:\Users\Hannah\Downloads\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt.backup

✅ Changes saved to
C:\Users\Hannah\Downloads\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt, and logged in logs/mfe_changes.log

5. Check the monster.txt file (the path that you gave the program) to see the lack of change

name:village idiot
base:townsfolk
color:G
speed:120
hit-points:10
hearing:6
armor-class:1
sleepiness:50
depth:0
rarity:1
experience:0
blow:DROOL
flags:MALE
flags:RAND_25 | TAKE_ITEM
desc:Drooling and comical, but then, what do you expect?

Test Case 9: Changing the description attribute

Successful:
1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): desc
5. Enter new value for desc (Current: 'He looks squalid and thoroughly revolting.', press Enter to keep): This was edited.
   ✅ Updated desc: This was edited.

6. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
   ✅ filthy street urchin successfully updated!

✅ Backup created: C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt.backup

✅ Changes saved to C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt, and logged in logs/mfe_changes.log

7. Check the monster.txt file to make sure it was updated

name:filthy street urchin
base:townsfolk
color:D
speed:110
hit-points:3
hearing:4
armor-class:1
sleepiness:40
depth:0
rarity:2
experience:0
blow:BEG
blow:TOUCH:EAT_GOLD
flags:MALE
flags:RAND_25 | OPEN_DOOR | TAKE_ITEM
friends:50:2d1:Scrawny cat
friends:50:2d1:Scruffy little dog
friends:100:3d4:Same
desc:This was edited.

Unsuccessful Case:

Unable to find unsuccessful case

Test Case 10: Inputting the full path to the monster.txt file

Successful case:

1. Enter the full path to your monster.txt file: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt

2. Enter the path to your game data directory: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata

Valid flags: {'DROP_GREAT', 'METAL', 'DROP_60', 'IM_WATER', 'DROP_3', 'SPIRIT', 'MOVE_BODY', 'DROP_GOOD', 'DROP_1', 'IM_DISEN', 'REGENERATE', 'DEMON', 'PASS_WALL', 'STUPID', 'EMPTY_MIND', 'WEIRD_MIND', 'DROP_2', 'NO_SLOW', 'ATTR_FLICKER', 'IM_PLASMA', 'HURT_COLD', 'KILL_ITEM', 'DROP_20', 'FEMALE', 'IM_POIS', 'EVIL', 'NO_STUN', 'IM_ACID', 'SMART', 'HURT_ROCK', 'ONLY_ITEM', 'SEASONAL', 'IM_NEXUS', 'HURT_LIGHT| NO_CONF', 'TROLL', 'MULTIPLY', 'GROUP_AI', 'ANIMAL', 'IM_COLD', 'IM_NETHER', 'NO_CONF', 'NO_HOLD', 'BASH_DOOR', 'INVISIBLE', 'IM_FIRE', 'ORC', 'QUESTOR', 'SMASH_WALL', 'MALE', 'ATTR_CLEAR', 'COLD_BLOOD', 'IM_ELEC', 'OPEN_DOOR', 'NAME_COMMA', 'HURT_LIGHT', 'NO_FEAR', 'ATTR_MULTI', 'NEVER_MOVE', 'FRIGHTENED', 'DRAGON', 'NO_SLEEP', 'NEVER_BLOW', 'FORCE_DEPTH', 'RAND_25', 'DROP_40', 'RAND_50', 'KILL_WALL', 'HURT_FIRE', 'UNIQUE', 'POWERFUL', 'KILL_BODY', 'ONLY_GOLD', 'DROP_4', 'FORCE_SLEEP', 'TAKE_ITEM', 'UNDEAD'}
Checking file: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\object_property.txt
Checking file: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\object.txt
Checking file: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\object_base.txt
Checking file: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\blow_methods.txt
Checking file: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\blow_effects.txt

=== Loaded Dependencies ===
Blow Methods (19): ['HIT', 'TOUCH', 'PUNCH', 'KICK', 'CLAW', 'BITE', 'STING', 'BUTT', 'CRUSH', 'ENGULF', 'CRAWL', 'DROOL', 'SPIT', 'GAZE', 'WAIL', 'SPORE', 'BEG', 'INSULT', 'MOAN']
Blow Effects (30): ['NONE', 'HURT', 'POISON', 'DISENCHANT', 'DRAIN_CHARGES', 'EAT_GOLD', 'EAT_ITEM', 'EAT_FOOD', 'EAT_LIGHT', 'ACID', 'ELEC', 'FIRE', 'COLD', 'BLIND', 'CONFUSE', 'TERRIFY', 'PARALYZE', 'LOSE_STR', 'LOSE_INT', 'LOSE_WIS', 'LOSE_DEX', 'LOSE_CON',

'LOSE_ALL', 'SHATTER', 'EXP_10', 'EXP_20', 'EXP_40', 'EXP_80', 'HALLU', 'BLACK_BREATH']

Valid Flags (87): ['', 'ACID', 'AFRAID', 'AGGRAVATE', 'BLESSED', 'BLOWS', 'BURNS_OUT', 'CHAOS', 'COLD', 'CON', 'DAM_RED', 'DARK', 'DEX', 'DIG_1', 'DIG_2', 'DIG_3', 'DISEN', 'DRAIN_EXP', 'EASY_KNOW', 'ELEC', 'EXPLODE', 'FEATHER', 'FIRE', 'FRAGILE', 'FREE_ACT', 'GOOD', 'HATES_ACID', 'HATES_COLD', 'HATES_ELEC', 'HATES_FIRE', 'HATES_FORCE', 'HATES_ICE', 'HATES_SHARD', 'HATES_SOUND', 'HOLD_LIFE', 'IGNORE_ACID', 'IGNORE_COLD', 'IGNORE_ELEC', 'IGNORE_FIRE', 'IMPACT', 'IMPAIR_HP', 'IMPAIR_MANA', 'INFRA', 'INSTA_ART', 'INT', 'LIGHT', 'LIGHT_2', 'LIGHT_3', 'MIGHT', 'MOVES', 'NETHER', 'NEXUS', 'NO_FUEL', 'NO_TELEPORT', 'POIS', 'PROT_BLIND', 'PROT_CONF', 'PROT_FEAR', 'PROT_STUN', 'QUEST_ART', 'REGEN', 'SEARCH', 'SEE_INVIS', 'SHARD', 'SHOOTS_ARROWS', 'SHOOTS_BOLTS', 'SHOOTS_SHOTS', 'SHOTS', 'SHOW_DICE', 'SHOW_MULT', 'SLOW_DIGEST', 'SOUND', 'SPEED', 'STEALTH', 'STICKY', 'STR', 'SUST_CON', 'SUST_DEX', 'SUST_INT', 'SUST_STR', 'SUST_WIS', 'TAKES_FUEL', 'TELEPATHY', 'THROWING', 'TRAP_IMMUNE', 'TUNNEL', 'WIS']

Unsuccessful Case:

1. Enter the full path to your monster.txt file: "C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt"

2. Enter the path to your game data directory: C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata

    Traceback (most recent call last):
      File "c:\Users\sierr\OneDrive\Desktop\B490\mfe_angband-main\mfe.py", line 10, in <module>
        parser = MonsterParser(monster_filepath)
                 ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

      File "c:\Users\sierr\OneDrive\Desktop\B490\mfe_angband-main\monster_parser.py", line 9, in __init__
        self.monsters = self.load_monsters()
                        ^^^^^^^^^^^^^^^^^^^^

File
"c:\Users\sierr\OneDrive\Desktop\B490\mfe_angband-main\monster_parser.py",
line 24, in load_monsters
    with open(self.filepath, "r", encoding="utf-8") as file:
         ^^
OSError: [Errno 22] Invalid argument:
'"C:\\Users\\sierr\\OneDrive\\Desktop\\B490\\Angband-4.2.5-win\\Angband-4.2.5\\l
ib\\gamedata\\monster.txt"'

Test Case 11: Inputting the full path to the game data directory

Successful case:
1. Enter the full path to your monster.txt file:
   C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\ga
   medata\monster.txt
2. Enter the path to your game data directory:
   C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\ga
   medata

   Valid flags: {'DROP_GREAT', 'METAL', 'DROP_60', 'IM_WATER', 'DROP_3',
   'SPIRIT', 'MOVE_BODY', 'DROP_GOOD', 'DROP_1', 'IM_DISEN',
   'REGENERATE', 'DEMON', 'PASS_WALL', 'STUPID', 'EMPTY_MIND',
   'WEIRD_MIND', 'DROP_2', 'NO_SLOW', 'ATTR_FLICKER', 'IM_PLASMA',
   'HURT_COLD', 'KILL_ITEM', 'DROP_20', 'FEMALE', 'IM_POIS', 'EVIL',
   'NO_STUN', 'IM_ACID', 'SMART', 'HURT_ROCK', 'ONLY_ITEM', 'SEASONAL',
   'IM_NEXUS', 'HURT_LIGHT| NO_CONF', 'TROLL', 'MULTIPLY', 'GROUP_AI',
   'ANIMAL', 'IM_COLD', 'IM_NETHER', 'NO_CONF', 'NO_HOLD', 'BASH_DOOR',
   'INVISIBLE', 'IM_FIRE', 'ORC', 'QUESTOR', 'SMASH_WALL', 'MALE',
   'ATTR_CLEAR', 'COLD_BLOOD', 'IM_ELEC', 'OPEN_DOOR', 'NAME_COMMA',
   'HURT_LIGHT', 'NO_FEAR', 'ATTR_MULTI', 'NEVER_MOVE', 'FRIGHTENED',
   'DRAGON', 'NO_SLEEP', 'NEVER_BLOW', 'FORCE_DEPTH', 'RAND_25',
   'DROP_40', 'RAND_50', 'KILL_WALL', 'HURT_FIRE', 'UNIQUE', 'POWERFUL',
   'KILL_BODY', 'ONLY_GOLD', 'DROP_4', 'FORCE_SLEEP', 'TAKE_ITEM',
   'UNDEAD'}
   Checking file:
   C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\ga
   medata\object_property.txt

Checking file:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\object.txt
Checking file:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\object_base.txt
Checking file:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\blow_methods.txt
Checking file:
C:\Users\sierr\OneDrive\Desktop\B490\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\blow_effects.txt

=== Loaded Dependencies ===
Blow Methods (19): ['HIT', 'TOUCH', 'PUNCH', 'KICK', 'CLAW', 'BITE', 'STING', 'BUTT', 'CRUSH', 'ENGULF', 'CRAWL', 'DROOL', 'SPIT', 'GAZE', 'WAIL', 'SPORE', 'BEG', 'INSULT', 'MOAN']
Blow Effects (30): ['NONE', 'HURT', 'POISON', 'DISENCHANT', 'DRAIN_CHARGES', 'EAT_GOLD', 'EAT_ITEM', 'EAT_FOOD', 'EAT_LIGHT', 'ACID', 'ELEC', 'FIRE', 'COLD', 'BLIND', 'CONFUSE', 'TERRIFY', 'PARALYZE', 'LOSE_STR', 'LOSE_INT', 'LOSE_WIS', 'LOSE_DEX', 'LOSE_CON', 'LOSE_ALL', 'SHATTER', 'EXP_10', 'EXP_20', 'EXP_40', 'EXP_80', 'HALLU', 'BLACK_BREATH']
Valid Flags (87): ['', 'ACID', 'AFRAID', 'AGGRAVATE', 'BLESSED', 'BLOWS', 'BURNS_OUT', 'CHAOS', 'COLD', 'CON', 'DAM_RED', 'DARK', 'DEX', 'DIG_1', 'DIG_2', 'DIG_3', 'DISEN', 'DRAIN_EXP', 'EASY_KNOW', 'ELEC', 'EXPLODE', 'FEATHER', 'FIRE', 'FRAGILE', 'FREE_ACT', 'GOOD', 'HATES_ACID', 'HATES_COLD', 'HATES_ELEC', 'HATES_FIRE', 'HATES_FORCE', 'HATES_ICE', 'HATES_SHARD', 'HATES_SOUND', 'HOLD_LIFE', 'IGNORE_ACID', 'IGNORE_COLD', 'IGNORE_ELEC', 'IGNORE_FIRE', 'IMPACT', 'IMPAIR_HP', 'IMPAIR_MANA', 'INFRA', 'INSTA_ART', 'INT', 'LIGHT', 'LIGHT_2', 'LIGHT_3', 'MIGHT', 'MOVES', 'NETHER', 'NEXUS', 'NO_FUEL', 'NO_TELEPORT', 'POIS', 'PROT_BLIND', 'PROT_CONF', 'PROT_FEAR', 'PROT_STUN', 'QUEST_ART', 'REGEN', 'SEARCH', 'SEE_INVIS', 'SHARD', 'SHOOTS_ARROWS', 'SHOOTS_BOLTS', 'SHOOTS_SHOTS', 'SHOTS', 'SHOW_DICE', 'SHOW_MULT', 'SLOW_DIGEST', 'SOUND', 'SPEED', 'STEALTH', 'STICKY', 'STR', 'SUST_CON', 'SUST_DEX', 'SUST_INT', 'SUST_STR', 'SUST_WIS', 'TAKES_FUEL', 'TELEPATHY', 'THROWING', 'TRAP_IMMUNE', 'TUNNEL', 'WIS']

Test Case 12: Changing the flags attribute

Successful case:
8. Input the full path to your monster.txt file
9. Input the full path to your game data directory
10. Enter the monster name to edit: Farmer Maggot
11. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): flags
12. Enter new value for flags (Current: 'UNIQUE, MALE, DROP_1, DROP_GOOD, ONLY_ITEM, NO_CONF, NO_SLEEP', press Enter to keep): MALE, RAND_25, OPEN_DOOR, TAKE_ITEM
    ✅ Updated flags: MALE, RAND_25, OPEN_DOOR, TAKE_ITEM

13. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): done
    ✅ Farmer Maggot successfully updated!
    ✅ Backup created:
C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt.backup
    ✅ Changes saved to
C:\Users\brakin\OneDrive\Desktop\Angband-4.2.5-win\Angband-4.2.5\lib\gamedata\monster.txt, and logged in logs/mfe_changes.log
14. Check the monster.txt file to make sure it was updated
    name:Farmer Maggot
    base:humanoid
    color:w
    speed:110
    hit-points:350
    light:2
    hearing:40
    armor-class:12
    sleepiness:3
    depth:0
    rarity:4
    experience:0
    blow:MOAN
    blow:MOAN
    flags:MALE | RAND_25 | OPEN_DOOR | TAKE_ITEM
    drop-base:mushroom:100:1:2
    desc:He's lost his dogs. He's had his mushrooms stolen. He's not a happy
    desc:hobbit!

Unsuccessful Case:

1. Input the full path to your monster.txt file
2. Input the full path to your game data directory
3. Enter the monster name to edit: filthy street urchin
4. Enter attribute to edit (or type 'done' to finish, 'list' to view valid values): flags
5. Enter new value for flags (Current: 'UNIQUE, MALE, DROP_1, DROP_GOOD, ONLY_ITEM, NO_CONF, NO_SLEEP', press Enter to keep): NOT_VALID
   Warning: 'NOT_VALID' is not a recognized flag and will be ignored.
   ❌ No valid flags entered. Keeping old flags: UNIQUE, MALE, DROP_1, DROP_GOOD, ONLY_ITEM, NO_CONF, NO_SLEEP