***Before Coding***

*Option 3 (Play maze game) Unit Test Case*

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| **Test Case #** | **Test Case Name** | **Test Case Description** | **Value** | **Expected outcome** | **Actual Outcome** |
| 1 | Error input test | Entering any input other than 3 | Test value1: “!”  Test value2:” a”  Test value3:”1” | Output 1: Invalid option, try again  Output 2: Invalid option, try again  Output 3: Invalid option, try again | Output 1: “Invalid option”  Output 2: “Invalid option”  Output 3:” Enter the name of the data file:” |
| 2 | Test out of zone | To test if the object can walk out of the maze if there is no wall | Test value:” s”  Change accordingly depends on the maze | Output: Oops, Out of Zone | Output: “Oops, Out of Zone” |
| 3 | Test wall block | To test if the position of the object can bypass a wall | Test value: “d” Change accordingly to the start location | Output: Invalid Movement, try again | Output: “Sorry, Wall Ahead. Please try another path” |
| 4 | Test up movement | To test if the position can move accordingly | Test value: “w” | Output: UP successfully, press | Output: “UP successfully, press” |
| 5 | Test down movement | To test if the position can move accordingly | Test value: “s” | Output: DOWN successfully, press | Output: “DOWN successfully, press” |
| 6 | Test left movement | To test if the position can move accordingly | Test value: “a” | Output: LEFT successfully, press | Output: “LEFT successfully, press” |
| 7 | Test right movement | To test if the position can move accordingly | Test value: “d” | Output: RIGHT successfully, press | Output: “RIGHT successfully, press” |
| 8 | Test case sensitive | To test if input is case sensitive | Test Value: “a” | Output: LEFT successfully, press | Output: “LEFT successfully, press” |
| 9. | Test Menu | To test if it can return to meu | Test Value: “m” | Return to Menu | Return to Menu |