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| Test no | Proposed Test | Data entered | Expected Results | Actual results | Comments |
| 1 | Exiting Cell | go South | Door Locked | Door Locked |  |
| 2 | Search in your cell | search | Items Found: Lockpick | Items Found: Lockpick |  |
| 3 | Using lockpick | use Lockpick | You Don’t Have that item | You Don’t Have that item |  |
| 4 | Picking up the lockpick | take lockpick | Lockpick Taken. | Lockpick Taken. |  |
| 5 | Using lockpick (lower case) | use lockpick | Unlocks Door | You don’t have that item | The code doesn’t convert the item name to lowercase |
| 6 | Using lockpick (upper case) | use LOCKPICK | Unlocks Door | You don’t have that item | The code doesn’t convert the item name to lowercase |
| 7 | Using lockpick  (Uppercase “L”) | use Lockpick | Unlocks Door | Unlocks Door |  |
| 8 | Go south (upper case “G”) | Go south | You are in Hallway 1 | I don’t know what you mean… | The game doesn’t convert the command into lowercase. |
| 9 | Go south (lower case) | go south | You are in Hallway 1 | You are in hallway 1 |  |
| 10 | Go north | go north | You are in your cell | You are in your cell |  |
| 11 | Go east | go east | You are in hallway 2 | You are in hallway 2 |  |
| 12 | Go west | go west | You are in hallway 1 | You are in hallway 1 |  |
| 13 | Quitting | quit | Stops Terminal | Stops Terminal |  |
| 14 | Winning | go west (From Exit by using knife) | Winning message and Stops terminal | Winning message and Stops terminal |  |
| 15 | Losing | Running out of energy | Losing message and terminal stops. | Losing message and terminal stops. |  |
| 16 | Searching for multiple items | Search (In Cafeteria) | Items Found:  Knife  Water  Food | Items Found:  Knife | The game needs to use a loop to find multiple items. |
| 17 | Going to a non exit | go north (at start room) | There is no door! | There is no Door |  |
| 18 | Checking Items | Items | You currently have:  Lockpick | You currently have:  Lockpick |  |
| 19 | Using wrong keys on doors | Use Knife (in showers) | You don’t have that item | Door unlocks | The keys need to be fixed. |
| 20 | Losing items after use | Items | You currently have:  Knife | You currently have:  Knife |  |