**Treasure of the Pyramid**

Test Cases

It was discovered that the blank tile in level 3’s puzzle would move off the puzzle and teleport to the next row when asked to move left while already at the left edge. This was resolved by creating an extra condition in each if statement.

Outside sources also attempted to solve to the puzzle so that we might approximate the difficulty of the puzzle. Because the original puzzle, arranging letters in alphabetical order, was too difficult, we changed the goal of the puzzle to arranging like letters in columns and shrunk the size of the puzzle.

Other members of the group, as well as outside sources would play the levels to test for any keywords the user could input that were not in the code.

In level 4, it was discovered that the user could throw a rock, but have it remain in their inventory by printing the inventory after the rock was thrown.

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Target Audience

Our projected target audience is kids and adults 10 and up, who are old enough to use computers, thoughtful enough to figure out the puzzles, and patient enough to stand not being able to figure out a particularly difficult spot.