

Case #	Description	Input	Expected	
1	Character talks to old man after waking up.	MOBKilled = false, hasItem = false	Tells you to go kill the MOB behind the rock, and collect the drop.	
2	Character talks to old man after killing MOB.(with item drop)	MOBKilled = true, hasItem = true	Takes item, and tells you about next quest.	
3	Character talks to old man after killing MOB.(without item drop)	MOBKilled = true, hasItem = false	Tells you to go kill the MOB behind the rock, and collect the drop.	
	TutorialMiniQuest(boolean MOBKilled, boolean hasItem)			