mp_definitions.c

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
set	1	Initialize aConfPts - set all values to LOCKED	aArray = aConfPts nSize = AMOUNT_CONFIDANTS nVal = LOCKED	All elements of aConfPts will be set to LOCKED	All elements of aConfPts were set to LOCKED	P
	2	Initialize aStatPts - set all values to 0	aArray = aStatPts nSize = AMOUNT_STATS nVal = 0	All elements of aStatPts will be set to 0	All elements of aStatPts were set to 0	P
	3	Initialize aItems - set all values to NONE	aArray = aItems nSize = ITEM_MENU_LIMIT nVal = NONE	All elements of aItems will be set to 0	All elements of aItems were set to 0	P
initActions	1	Get the actions in LEBLANC_CAFE	nLocation = LEBLANC_CAFE aActionsHere = aActionsHere	aActionsHere = [HANGOUT_SOJIRO, HANGOUT_FUTABA, HANGOUT_SADAYO, DO_STUDY_LEBLANC, DO_WATCH_DVD, NONE, NONE, NONE]	aActionsHere = [HANGOUT_SOJIRO, HANGOUT_FUTABA, HANGOUT_SADAYO, DO_STUDY_LEBLANC, DO_WATCH_DVD, NONE, NONE, NONE]	P
	2	Get the actions in SHUJIN_ACADEMY	nLocation = SHUJIN_ACADEMY aActionsHere = aActionsHere	aActionsHere = [HANGOUT_RYUJI_GYM HANGOUT_SUMIRE, HANGOUT_HARU_GARDEN, HANGOUT_MAKOTO, DO_TRAIN, DO_PLANTS, DO_STUDY_LIBRARY, DO_CLEAN]	aActionsHere = [HANGOUT_RYUJI_GYM HANGOUT_SUMIRE, HANGOUT_HARU_GARDEN, HANGOUT_MAKOTO, DO_TRAIN, DO_PLANTS, DO_STUDY_LIBRARY, DO_CLEAN]	P
	3	Get the actions in CLINIC	nLocation = CLINIC aActionsHere = aActionsHere	aActionsHere = [HANGOUT_TAE, SHOP_VITAMINS, NONE, NONE, NONE, NONE, NONE, NONE]	aActionsHere = [HANGOUT_TAE, SHOP_VITAMINS, NONE, NONE, NONE, NONE, NONE, NONE]	P

copyConfName	1	The player gained confidant points with SUMIRE, so displayConf() is called to show text reflecting this action.	sConfName = sConfName nConf = SUMIRE	“Sumire” copied to sConfName	“Sumire” copied to sConfName	P
	2	The player gifted Sojiro an item – handleConfAct() should display text to reflect this action, so we call copyConfName(). (We do not just call displayConf in this case because we use string formatting)	sConfName = sConfName nConf = SOJIRO	“Sojiro” copied to sConfName	“Sojiro” copied to sConfName	P
	3	The player toggled the confidant stat screen. displayConfStats() calls copyConfName(), so it can display the names of each confidant using string formatting. This is done iteratively in a for loop: in the first iteration, we copy Sojiro’s name.	sConfName = sConfName nConf = SOJIRO	“Sojiro” copied to sConfName	“Sojiro” copied to sConfName	P
copyItemName	1	Player is shopping at the Second Hand Shoppe. shopAt() calls copyItemName() to list each item and their price using string formatting. Creating the listings is done in a for loop, and the first iteration concerns MUSIC_PLAYER.	sItemName = sItemName nItem = MUSIC_PLAYER	“Music Player” copied to sItemName	“Music Player” copied to sItemName	P
	2	Player attempts to watch a DVD. doWatchDVD() calls copyItemName() to list each DVD that the player has bought (the player has bought all DVDs). Creating the list is done in a for loop, and the first iteration concerns MUSIC_PLAYER	sItemName = aDVDListing[1] nItem = ETIQUETTE_101 aDVDListing[0] = “Cancel”, so the DVDs get listed from index 1 to 3	“Etiquette 101 (DVD)” copied to aDVDListing[1]	“Etiquette 101 (DVD)” copied to aDVDListing[1]	P
	3	displayItemDesc() is called when the player selects any item, such as BRAVERY_DOG, from the inventory.	sItemName = sItemName nItem = BRAVERY_DOG	“Bravery the Frightened Dog (DVD)” copied to sItemName	“Bravery the Frightened Dog (DVD)” copied to sItemName	P

copyItemDesc	1	displayItemDesc() is called when the player selects any item, such as BRAVERY_DOG, from the inventory.	sItemDesc = sItemDesc nItem = BRAVERY_DOG	"\"We interrupt this program to bring you 'Bravery the Frightened Dog'\n| show, starring Bravery, the frightened dog!\" Gives courage." copied to sItemDesc	"\"We interrupt this program to bring you 'Bravery the Frightened Dog' | show, starring Bravery, the frightened dog!\" Gives courage." copied to sItemDesc	P
	2	Player attempts to purchase MUSIC_PLAYER – its description is shown using displayItemDesc()	sItemDesc = sItemDesc nItem = MUSIC_PLAYER	"This music player sometimes helps you study better." copied to sItemDesc	"This music player sometimes helps you study better." copied to sItemDesc	P
	3	Player attempts to purchase PERFUME – its description is shown using displayItemDesc()	sItemDesc = sItemDesc nItem = PERFUME	"There's a subtle fragrance to this perfume. May make a nice gift." copied to sItemDesc	"There's a subtle fragrance to this perfume. May make a nice gift." copied to sItemDesc	P

`mp_functions.c`

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
I. Integer Returning Functions						
randInt	1	Get a random stat no., where KINDNESS = 0, GUTS = 1, and KNOWLEDGE = 2.	nMin = 0, nMax = 2	A random integer from 0 to 2	2	P
	2	Get a random integer from 1 to 100. This is used in the odds function, which randomly returns true or false based on a percent-chance parameter.	nMin = 1, nMax = 100	A random integer from 1 to 100	54	P
	3	Get the base salary earned when working jobs. (Y400 to Y800)	nMin = 400, nMax = 800	A random integer from 400 to 800	684	P
toDayOfWeek	1	Get the day of the week on the first day.	nDay = 1	Sunday	0 (SUNDAY)	P
	2	Get the day of the week of the second day	nDay = 2	Monday	1 (MONDAY)	P
	3	Get the day of the week on the last day.	nDay = 60	Wednesday	3 (WEDNESDAY)	P

toMonth	1	Get the month of the first day.	nDay = 1	September	9 (SEPTEMBER)	P
	2	Get the month of the 31st day (the first day of October)	nDay = 31	October	10 (OCTOBER)	P
	3	Get the month of the last playable day.	nDay = 60	October	10 (OCTOBER)	P
toDayOfMonth	1	Get the day of the month of the day before the first playable day	nDay = 0	31	31	P
	2	Get the day of the month of an arbitrary day	nDay = 32	2	2	P
	3	Get the day of the month of the day after the final playable day	nDay = 61	31	31	P
toStatLv	1	Get the stat level of KINDNESS at the beginning of the game	nStatPts = 0	0	0	P
	2	Get the stat level of GUTS in an arbitrary point of the game	nStatPts = 13	2	2	P
	3	Get the stat level of KNOWLEDGE at the end of a perfect playthrough	nStatPts = 22	3	3	P
toStatPrevLv	1	Get the points that were previously required to reach the current stat level of KINDNESS at the beginning of the game	nStatPts = 0	0	0	P
	2	Get the points that were previously required to reach the current stat level of GUTS after having leveled it up to level 2.	nStatPts = 13 (Level 2, with 1 point extra)	12 (It took 12 points to reach Level 2)	12	P
	3	Get the points that were previously required to reach the current stat level of KNOWLEDGE after having leveled it up to level 3	nStatPts = 22	22	22	P
toStatNextLv	1	Get the points required to go to the next stat level for KINDNESS at the beginning of the game	nStatPts = 0	4	4	P

	2	Get the points required to go to the next stat level for GUTS in an arbitrary point of the game	nStatPts = 13	22	22	P
	3	Get the points required to go to the next stat level of KNOWLEDGE at the end of a perfect playthrough	nStatPts = 22	22 (There is no next level)	22	P
minStatLv	1	Get the minimum stat level between all stats at the beginning of the game	aStatPts[3] = {0, 0, 0}	0	0	P
	2	Get the minimum stat level between all stats at an arbitrary point of the game	aStatPts[3] = {8, 14, 22}	2	2	P
	3	Get the minimum stat level between all stats at the end of a perfect playthrough	aStatPts[3] = {22, 22, 22}	3	3	P
toConfLv	1	Get the confidant level of SOJIRO at the beginning of the game (he has been automatically unlocked)	nConfPts = 0	1	1	P
	2	Get the confidant level of SADAYO (Kawakami) at the beginning of the game (she has not been unlocked)	nConfPts = -2 (LOCKED)	0	0	P
	3	Get the confidant level of FUTABA after maxing her out.	nConfPts = 18	4 (represents that we have already triggered her unlock event)	4	P
toConfPrevLv	1	Get the points that were previously required to reach the current confidant level of SOJIRO, who is at Confidant Level 2	nConfPts = 13	12 (it took 12 total points to reach Confidant Lv 2)	12	P
	2	Get the points that were previously required to reach the current confidant level of FUTABA, who is LOCKED	nConfPts = -2	0	0	P
	3	Get the points that were previously required to reach the current confidant level of SUMIRE, who is MAXed out	nConfPts = 18	18	18	P

toConfNextLv	1	Get the points required to reach the next confidant level of SOJIRO at the beginning of the game.	nConfPts = 0	7	7	P
	2	Get the points required to reach the next confidant level of SADAYO at the beginning of the game.	nConfPts = -2 (LOCKED)	0	0	P
	3	Get the points required to reach the next confidant level of FUTABA after maxing her out.	nConfPts = 18	8 (this will not get displayed)	8	P
toConf	1	Get the Confidant ID of an Action ID between 0-9, which corresponds exactly to Confidant IDs 0-9.	nAction = 0 (HANGOUT_SOJIRO)	0 (SOJIRO)	0	P
	2	Get the Confidant ID of Action HANGOUT_RYUJI_ARCADE (10)	nAction = 10	2 (RYUJI)	2	P
	3	Get the Confidant ID of Action HANGOUT_HARU_BBB (11)	nAction = 11	6 (HARU)	6	P
II. Boolean Returning Functions						
chance	1	Return true 0% of the time (for example purposes)	nOdds = 0	0 (false)	0	P
	2	Return true 100% of the time (for example purposes)	nOdds = 100	1 (true)	1	P
	3	Return true 75% of the time (studying in LeBlanc Cafe, having purchased the MUSIC_PLAYER)	nOdds = 75	Either 1 or 0, but biased towards 1	0	P
isInRange	1	Check if DO_STUDY_LEBLANC is a shop action	nX = 21 (DO_STUDY_LEBLANC) nMin = 15 (SHOP_SECOND_HAND) nMax = 20 (SHOP_BBB)	0	0	P
	2	Check if MONDAY is a weekday (isWeekday() passes parameters to this function)	nX = 1 (MONDAY) nMin = 1 nMax = 5 (FRIDAY)	1	1	P

	3	Check if the player's input, MENU_UP, is a move input	nX = 4 (MENU_UP) nMin = 0 (MAP_NORTH) nMax = 3 (MAP_WEST)	0	0	P
in	1	Check if ETIQUETTE_101 is in the player's inventory (if it is, the DVD Shop won't list it for sale). The player does not have ETIQUETTE_101 in their inventory.	nX = 2 (ETIQUETTE_101) aInts = [7 unique integers from 0 to 15 except 2] nSize = 7	0	0	P
	2	Check if DVD_PLAYER is in the player's inventory. The player does have DVD_PLAYER.	nX = 0 (DVD_PLAYER) aInts = [0, and 6 unique integers from 1 to 15] nSize = 7	1	1	P
	3	Check if DESK_CLOCK is in the inventory. It is.	nX = 6 (DESK_CLOCK) aInts = [7 unique integers from 0 to 15, one of which is 6] nSize = 7	1	1	P
isWeekday	1	Check if Day 1 is a weekday.	nDay = 1	1	1	P
	2	Check if Day 31 is a weekday.	nDay = 31	0	0	P
	3	Check if Day 60 is a weekday.	nDay = 60	0	0	P
isConfAction	1	Check if HANGOUT_SOJIRO is a confidant action.	nAction = 0 (HANGOUT_SOJIRO)	0	0	P
	2	Check if DO_STUDY_LEBLANC is a confidant action.	nAction = 21 (DO_STUDY_LEBLANC)	0	0	P
	3	Check if JOB_GYUDON is a confidant action	nAction = 13 (JOB_GYUDON)	0	0	P
isEveningAction	1	Check if DO_WARM_BATH is an evening action.	nAction = 23	1	0	P
	2	Check if DO_BBB_CHALLENGE is an evening action.	nAction = 30	1	0	P

	3	Check if HANGOUT_SOJIRO is an evening action.	nAction = 0	0	0	P
isUpgradeItem	1	Check if MYSTERY_CIVILIZATION is an upgrade item.	nItem = 3	0	0	P
	2	Check if PERSONALIZED_PEN is an upgrade item.	nItem = 9	0	0	P
	3	Check if HERBAL_SUPPLEMENT is an upgrade item.	nItem = 10	0	0	P
isGiftItem	1	Check if PERFUME is a gift item.	nItem = 8	1	1	P
	2	Check if DVD_PLAYER is a gift item.	nItem = 0	0	0	P
	3	Check if PORK_TONKOTSU_BOWL is a gift item.	nItem = 11	0	0	P
isBoostItem	1	Check if CHICKEN_KATSU_BOWL is a boost item	nItem = 11	1	1	P
	2	Check if GREEN_TEA_SUPPLEMENT is a boost item	nItem = 15	1	1	P
	3	Check if BBB_PLUSH is a boost item	nItem = 5	0	0	P
III. Miscellaneous Game Functions						
controlLocation	1	Player attempts to move south. It is Day 1, Afternoon, and the player is in LeBlanc Cafe	nInput = MAP_SOUTH, nDay = 1, nPeriod = AFTERNOON, *pLocation = LEBLANC_CAFE	*pLocation = BACK_ALLEY	*pLocation = BACK_ALLEY	P
	2	Player attempts to move north. It is Day 1, Afternoon, and the player is in the Train Station. (The player wants to move to Shujin Academy on a Sunday)	nInput = MAP_NORTH, nDay = 1, nPeriod = AFTERNOON, *pLocation = TRAIN_STATION	Player is prevented from moving because Shujin Academy is closed	*pLocation = TRAIN_STATION "Sorry, but Shujin Academy is closed at this time." is displayed	P
	3	Player attempts to move north. It is Day 2, Afternoon, and the player is in the Train Station.	nInput = MAP_NORTH, nDay = 2,	*pLocation = SHUJIN_ACADEMY	*pLocation = SHUJIN_ACADEMY	P

		(The player wants to move to Shujin Academy on a Tuesday)	nPeriod = AFTERNOON, *pLocation = TRAIN_STATION			
isConfActiveNow	1	Check if SOJIRO is active in the very first iteration.	nConfidant = 0 (SOJIRO) nLocation = 0 (LEBLANC_CAFE) nDay = 1 nPeriod = 0 (AFTERNOON)	0	0	P
	2	Check if RYUJI is active in the arcade on a Saturday afternoon.	nConfidant = 1 (RYUJI) nLocation = 8 (ARCADE) nDay = 7, a Saturday nPeriod = 0	1	1	P
	3	Check if HARU is active in Shujin Academy on a Saturday afternoon.	nConfidant = 6 (HARU) nLocation = 5 (SHUJIN_ACADEMY) nDay = 7, a Saturday nPeriod = 0	0	0	P
checkConfReqs	1	Turn SOJIRO and RYUJI unlockable at the beginning of the game.	aStatPts = [0, 0, 0] (Kindness, Guts, Knowledge) aConfPts = [10 values, all of which are -2 (LOCKED)]	aConfPts[SOJIRO] = -1 aConfPts[RYUJI] = -1 (-1 means UNLOCKABLE)	aConfPts[SOJIRO] = -1 aConfPts[RYUJI] = -1	P
	2	The player reached the requirements to unlock YUSUKE	aStatPts = [0, 0, 4] aConfPts = [0, 0, -2, -2, … -2]	aConfPts[YUSUKE] = -1	aConfPts[YUSUKE] = -1	P
	3	The player reached the requirements to unlock SUMIRE	aStatPts = [22, 22, 22] aConfPts = [..., -2]	aConfPts[SUMIRE] = -1	aConfPts[SUMIRE] = -1	P
getConfsHere	1	Get the confidants in LEBLANC_CAFE.	nLocation = LEBLANC_CAFE aConfsHere[3]	aConfsHere = [SOJIRO, FUTABA, SADAYO]	aConfsHere = [SOJIRO, FUTABA, SADAYO]	P
	2	Get the confidants in SHUJIN_ACADEMY	nLocation = SHUJIN_ACADEMY aConfsHere[3]	aConfsHere = [RYUJI, HARU, SUMIRE]	aConfsHere = [RYUJI, HARU, SUMIRE]	P

	3	Get the confidants in BIG_BANG_BURGER	nLocation = BIG_BANG_BURGER	aConfsHere = [HARU, NONE, NONE]	aConfsHere = [HARU, NONE, NONE]	P
tryUnlockEvent	1	The player automatically unlocks SOJIRO in the first iteration	nLocation = LEBLANC_CAFE nDay = 1 nPeriod = AFTERNOON aConfPts = [-1, -1, -2, …, -2]	aConfPts[SOJIRO] = 0	aConfPts[SOJIRO] = 0	P
	2	The player can unlock YUSUKE, but the player isn't in the TRAIN_STATION where he is unlocked	nLocation = SHUJIN_ACADEMY nDay = 5 nPeriod = AFTERNOON aConfPts[YUSUKE] = -1	No change in aConfPts	No change in aConfPts	P
	3	The player has unlocked all confidants, so the player cannot unlock any confidant anymore	nLocation = SHUJIN_ACADEMY nDay = 50 nPeriod = AFTERNOON All elements of aConfPts are greater than -1	No change in aConfPts	No change in aConfPts	P
getActions	1	Get the available actions at the very first iteration of the game.	nLocation = LEBLANC_CAFE nDay = 1 nPeriod = AFTERNOON aConfPts = [0, -1, -2, -2, … -2] (i.e., Sojiro is unlocked, Ryuji is unlockable, the rest are locked) aItems = [all NONE] aActions = aActions	aActions = [STUDY_LEBLANC, NONE, NONE, NONE, NONE, NONE, NONE, NONE]	aActions = [STUDY_LEBLANC, NONE, NONE, NONE, NONE, NONE, NONE, NONE]	P
	2	Player is in a TRAIN_STATION on a WEDNESDAY AFTERNOON, after unlocking YUSUKE.	nLocation = TRAIN_STATION nDay = 11 (a Wednesday) nPeriod = AFTERNOON aConfPts[YUSUKE] = 0 aItems = [all NONE] aActions = aActions	aActions = [HANGOUT_YUSUKE, SHOP_TONKOTSU, NONE, NONE, NONE, NONE, NONE, NONE]	aActions = [HANGOUT_YUSUKE, SHOP_TONKOTSU, NONE, NONE, NONE, NONE, NONE, NONE]	P

	3	Player is in a TRAIN_STATION on a WEDNESDAY AFTERNOON, but has not unlocked YUSUKE yet.	nLocation = TRAIN_STATION nDay = 11 (a Wednesday) nPeriod = AFTERNOON aConfPts[YUSUKE] = LOCKED aItems = [all NONE] aActions = aActions	aActions = [SHOP_TONKOTSU, NONE, NONE, NONE, NONE, NONE, NONE, NONE]	aActions = [SHOP_TONKOTSU, NONE, NONE, NONE, NONE, NONE, NONE, NONE]	P

`mp_saving.c`

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
save	1	Autosave at the beginning of the first iteration.	nSaveNum = 0 (the autosave slot) nLocation = 0 (LEBLANC_CAFE) nDay = 1 nPeriod = 0 (AFTERNOON) nYen = 0 nBBBLv = 1 bLentMoney = 0 aConfPts = [0, -1, -2, …, -2] aStatPts = [0, 0, 0] aItems = [NONE, .., NONE] aItemsBoughtToday = [false, …, false] aConfGifted = [false, …, false]	The following is saved at “0.p5tb”: 0 1 0 0 1 0 0 -2 -2 -2 -2 -2 -2 -2 -2 -2 0 0 0 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	The following was saved at “0.p5tb”: 0 1 0 0 1 0 0 -2 -2 -2 -2 -2 -2 -2 -2 -2 0 0 0 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	P
	2	Around two-thirds deep of a playthrough, the player lends Yusuke money, and then saves at slot 3, then quits the game.	nSaveNum = 3 nLocation = 3 (TRAIN_STATION) nDay = 18 nPeriod = AFTERNOON nYen = 5176 nBBBLv = 2 bLentMoney = 1 aConfPts = [8, 6, -1, 2, -1, -2, …, -2], (aConfPts[YUSUKE] = 2) aStatPts = [7, 6, 12] aItems = [NONE, .., NONE]	The following is saved at “3.p5tb”: 3 18 0 5176 2 1 8 6 -1 2 -1 -2 -2 -2 -2 -2 7 6 12 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	The following is saved at “3.p5tb”: 3 18 0 5176 2 1 8 6 -1 2 -1 -2 -2 -2 -2 -2 7 6 12 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	P

			aItemsBoughtToday = [false, …, false] aConfGifted = [false, …, false]			
	3	The player saves at save slot 1 right before the end of a perfect playthrough.	nSaveNum = 1 nLocation = 1 nDay = 60 nPeriod = EVENING nYen = 999999 nBBBLv = 4 (Finished Lv 3 and can't take the challenge anymore) bLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3] aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false]	The following is saved at "1.p5tb": --- 1 60 0 999999 4 0 18 18 18 18 18 18 18 18 18 18 22 22 22 0 1 2 3 4 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	The following is saved at "1.p5tb": --- 1 60 0 999999 4 0 18 18 18 18 18 18 18 18 18 18 22 22 22 0 1 2 3 4 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	P
load	1	The player loads the perfect playthrough file previously saved at "1.p5tb" during playthrough Contents of "1.p5tb": --- 1 60 0 999999 4 0 18 18 18 18 18 18 18 18 18 18 22 22 22 0 1 2 3 4 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	nSaveNum = 1 pLocation = &nLocation pDay = &nDay pPeriod = &nPeriod pYen = &nYen pBBBLv = &nBBBLv pLentMoney = &bLentMoney aConfPts = aConfPts aStatPts = aStatPts aItems = aItems aItemsBoughtToday = aItemsBoughtTofay aConfGifted = aConfGifted	nLocation = 1 nDay = 60 nPeriod = EVENING nYen = 999999 nBBBLv = 4 (Finished Lv 3 and can't take the challenge anymore) bLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3] aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false]	nLocation = 1 nDay = 60 nPeriod = EVENING nYen = 999999 nBBBLv = 4 (Finished Lv 3 and can't take the challenge anymore) bLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3] aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false]	P
	2	The player loads the perfect playthrough file previously saved at "1.p5tb" from the title screen. Contents of "1.p5tb": --- 1 60 0 999999 4 0	nSaveNum = 1 pLocation = &nLocation pDay = &nDay pPeriod = &nStartingPeriod pYen = &nYen pBBBLv = &nBBBLv pLentMoney = &bLentMoney aConfPts = aConfPts aStatPts = aStatPts	nLocation = 1 nDay = 60 nStartingPeriod = EVENING nYen = 999999 nBBBLv = 4 (Finished Lv 3 and can't take the challenge anymore) bLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3]	nLocation = 1 nDay = 60 nStartingPeriod = EVENING nYen = 999999 nBBBLv = 4 (Finished Lv 3 and can't take the challenge anymore) bLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3]	P

		18 18 18 18 18 18 18 18 18 18 22 22 22 0 1 2 3 4 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	aItems = aItems aItemsBoughtToday = aItemsBoughtTofay aConfGifted = aConfGifted	aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false]	aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false]	
	3	Around two-thirds deep of a playthrough, the player lends Yusuke money, and then saves at slot 3, then quits the game. Then, the player loads the game from the title screen. Contents of “3.p5tb”: --- 3 18 0 5176 2 1 8 6 -1 2 -1 -2 -2 -2 -2 -2 7 6 12 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	nSaveNum = 1 pLocation = &nLocation pDay = &nDay pPeriod = &nStartingPeriod pYen = &nYen pBBBLv = &nBBBLv pLentMoney = &bLentMoney aConfPts = aConfPts aStatPts = aStatPts aItems = aItems aItemsBoughtToday = aItemsBoughtTofay aConfGifted = aConfGifted	nSaveNum = 3 nLocation = 3 (TRAIN_STATION) nDay = 18 nStartingPeriod = AFTERNOON nYen = 5176 nBBBLv = 2 bLentMoney = 1 aConfPts = [8, 6, -1, 2, -1, -2, …, -2], (aConfPts[YUSUKE] = 2) aStatPts = [7, 6, 12] aItems = [NONE, .., NONE] aItemsBoughtToday = [false, …, false] aConfGifted = [false, …, false]	nSaveNum = 3 nLocation = 3 (TRAIN_STATION) nDay = 18 nStartingPeriod = AFTERNOON nYen = 5176 nBBBLv = 2 bLentMoney = 1 aConfPts = [8, 6, -1, 2, -1, -2, …, -2], (aConfPts[YUSUKE] = 2) aStatPts = [7, 6, 12] aItems = [NONE, .., NONE] aItemsBoughtToday = [false, …, false] aConfGifted = [false, …, false]	P

`mp_ui.c`

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
captureInput	1	Player presses the up arrow.	cInput gets -32 (ARROW_START) and then 72 (UP)	MENU_UP	MENU_UP	P
	2	Player presses the enter key	cInput gets 13 (ENTER)	CONFIRM	CONFIRM	
	3	Player presses any other key aside from the WASD keys, the arrow keys, or the ‘r’ and ‘t’ keys.	cInput gets ‘x’	NONE	NONE	P
listMenu	1	Player enters the Second Hand Shoppe to	aOptions = {“Cancel”, “Music	0	0	P

		check the items in stock.	Player - Y5000", "DVD Player - Y5000", "Desk Clock (GIFT)"} nSize = 4, x = 3, y = 27 Player selects "Cancel"			
	2	Player has a DVD player and all the DVDs, and attempts to watch Bravery the Frightened Dog.	aOptions = {"Cancel", "Etiquette 101 (DVD)", "Mystery of the Ancient Civ. (DVD)", "Bravery the Frightened Dog (DVD"} nSize = 4, x = 3, y = 26 Player selected "Bravery the Frightened Dog"	3	3	P
	3	Player has a gift and chooses a Confidant Interact Action, so the game asks the player whether or not they want to present the gift to the confidant, spend time with the confidant, or not interact with the confidant at all. The player chooses to present the gift.	aOptions = {"Present the gift to the confidant", "Spend time with the confidant", "Nevermind"}; nSize = 3, x = 2. y = 26 Player selects "Present the gift to the confidant"	0	0	P
askYesNo	1	The player attempts to save at save slot #1, but that save slot has already been taken. The game thus asks for confirmation if the player is OK with overwriting the said slot (and the player is OK with that).	x = 20, y = 34 Player selects "Yes"	1	1	P
	2	The player attempts to save at save slot #1, but that save slot has already been taken. The game thus asks for confirmation if the player is OK with overwriting the said slot (but the player is not OK with that).	x = 20, y = 34 Player selects "No"	0	0	P
	3	The player attempts to buy an item, so the game asks for confirmation. Upon reviewing the description of the item and its price, the player decided not to buy the item after all.	x = 3, y = 31 Player selects "No"	0	0	P

askConfActType	1	Player has a gift and chooses a Confidant Interact Action, so the game asks the player whether or not they want to present the gift to the confidant, spend time with the confidant, or not interact with the confidant at all. The player chooses to present the gift.	aOptions = {"Present the gift to the confidant", "Spend time with the confidant", "Nevermind"}; nSize = 3, x = 2, y = 26 Player selects “Present the gift to the confidant”	0	0	P
	2	Player has a gift and chooses a Confidant Interact Action, so the game asks the player whether or not they want to present the gift to the confidant, spend time with the confidant, or not interact with the confidant at all. The player chooses to spend time with the confidant.	aOptions = {"Present the gift to the confidant", "Spend time with the confidant", "Nevermind"}; nSize = 3, x = 2, y = 26 Player selects “Spend time with the confidant”	1	1	P
	3	Player has a gift and chooses a Confidant Interact Action, so the game asks the player whether or not they want to present the gift to the confidant, spend time with the confidant, or not interact with the confidant at all. The player chooses to not do anything with the confidant.	aOptions = {"Present the gift to the confidant", "Spend time with the confidant", "Nevermind"}; nSize = 3, x = 2, y = 26 Player selects “Nevermind”	2	2	P
fileMenu	1	Aside from the autosave “0.p5tb”, the player has no save files at the moment. The player attempts to save at save slot 1.	x = 20, y = 26 Player selects save slot 1.	1	1	P
	2	The player attempts to load an existing save file: “2.p5tb”	x = 20, y = 26 Player selects save slot 2.	2	2	P
	3	The player loads the autosave.	x = 20. y = 26 Player selects save slot 0 (the autosave slot).	0	0	P
loadFileMenu	1	The player loads the autosave.	x = 20. y = 26 Player selects save slot 0 (the autosave slot).	0	0	P

	2	The player attempts to load an existing save file: “2.p5tb”	x = 20, y = 26 Player selects save slot 2 (the autosave slot).	2	2	P
	3	The player attempts to load save file 3, but it doesn't exist	x = 20, y = 26 Player selects save slot 3 (the autosave slot).	(The player will keep being prompted to choose a save file that does exist)	(The player will keep being prompted to choose a save file that does exist)	P
saveFileMenu	1	Aside from the autosave “0.p5tb”, the player has no save files at the moment. The player attempts to save at save slot 1.	x = 20, y = 26 Player selects save slot 0 (the autosave slot).	1	1	P
	2	The player wishes to overwrite save slot 2, which already exists.	x = 20, y = 26 Player selects save slot 2 (the autosave slot). Player selects “Yes” upon being asked if they want to overwrite an existing save slot	2	2	P
	3	The player attempts to overwrite save slot 2, which already exists. However, the player decides not to overwrite the save slot.	x = 20, y = 26 Player selects save slot 2 (the autosave slot). Player selects “No” upon being asked if they want to overwrite an existing save slot	(Player will be prompted to choose a save slot again)	(Player will be prompted to choose a save slot again)	P

`mp_game_actions.c`

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
pay	1	Player tries to buy a Music Player, but does not have enough Yen to do so.	nVal = 5000, *pYen = 0	0, *pYen = 0	0, *pYen = 0	P
	2	Player buys a Music Player	nVal = 5000, *pYen = 6000	1, *pYen = 1000	1, *pYen = 1000	P

	3	Player lends Yusuke money	nVal = 300, *pYen = 1200	1, *pYen = 900	1, *pYen = 900	P
earn	1	Player worked at the flower shop and earned Y623	nVal = 623, *pYen = 1000	*pYen = 1623	*pYen = 1623	P
	2	Player worked at the convenience store and earned Y2231	nVal = 2231, *pYen = 1000	*pYen = 3231	*pYen = 3231	P
	3	Yusuke returns the player's money	nVal = 300, *pYen = 0	*pYen = 300	*pYen = 300	P
boostBonus	1	Player attempts to study at the library. The game checks if the player has a HERBAL_SUPPLEMENT – if they do, then the knowledge points gained are doubled. Unfortunately, the player does not have HERBAL_SUPPLEMENT.	aItems[BOOST] = CHICKEN_KATSU_BOWL nItem = HERBAL_SUPPLEMENT	0	0	P
	2	Aside from HERBAL_SUPPLEMENT, the game also checks if the player has a CHICKEN_KATSU_BOWL. Fortunately, the player does have a CHICKEN_KATSU_BOWL.	aItems[BOOST] = CHICKEN_KATSU_BOWL nItem = CHICKEN_KATSU_BOWL	1	1	P
	3	Player attempts to watch a DVD. If the player has a BBB_COMBO, then watching a DVD adds 1 point to the stat points gained. The player has a BBB_COMBO.	aItems[BOOST] = BBB_COMBO nItem = BBB_COMBO	1	1	P
I. Confidant Actions						
addConfPts	1	Player gave SOJIRO a BBB_PLUSH.	nConfidant = SOJIRO nVal = 3 aConfPts[SOJIRO] = 0	aConfPts[SOJIRO] = 3	aConfPts[SOJIRO] = 3	P
	2	Player hangs out with SOJIRO after giving him a BBB_PLUSH.	nConfidant = SOJIRO nVal = 2 aConfPts[SOJIRO] = 3	aConfPts[SOJIRO] = 5	aConfPts[SOJIRO] = 5	P
	3	Player has 16 confidant points with SOJIRO, and hangs out with SOJIRO.	nConfidant = SOJIRO nVal = 2 aConfPts[SOJIRO] = 16	aConfPts[SOJIRO] = 17, even though normally it should have been 18.	aConfPts[SOJIRO] = 17	P

				This is because once a Confidant reaches level 3 (17 points), the player must spend time with them one more time before they can reach MAX level.		
hangout	1	Player hangs out with SOJIRO, who has 0 confidant points	nConfidant = SOJIRO aConfPts[SOJIRO] = 0 aItems = aItems	aConfPts[SOJIRO] = 2	aConfPts[SOJIRO] = 2	P
	2	Player hangs out with SOJIRO, who has 0 confidant points. The player has GREEN_TEA_SUPPLEMENT	nConfidant = SOJIRO aConfPts[SOJIRO] = 0 aItems = GREEN_TEA_SUPPLEMENT	aConfPts[SOJIRO] = 4	aConfPts[SOJIRO] = 4	P
	3	Player hangs out with SOJIRO but the player has already reached level 3 with SOJIRO	nConfidant = SOJIRO aConfPts[SOJIRO] = 17 aItems = aItems	MAX event is triggered. aConfPts[SOJIRO] = 18 (CONF_MAX)	MAX event is triggered. aConfPts[SOJIRO] = 18 (CONF_MAX)	P
II. Job Action						
jobEarn	1	Player earns money from the flower shop. Kindness is level 1	aStatPts = [5, 0, 0] nJob = JOB_FLOWER *pYen = 0	Player earns a random amount between 400-800	*pYen = 542	P
	2	Player earns money from the gyudon store. Guts is level 2	aStatPts = [0, 13, 0] nJob = JOB_GYUDON *pYen = 0	Player earns a random amount between 800-1600	*pYen = 1200	P
	3	Player earns money from the convenience store. Knowledge is level 3	aStatPts = [0, 0, 22] nJob = JOB_CONVENIENCE *pYen = 0	Player earns a random amount between 1200-2400	*pYen = 2123	P
III. Shop Actions						
alreadyHasGift	1	Player attempts to buy a gift item, but the player	aItems[GIFT] = BBB_PLUSH	1	1	P

		already has a gift item				
	2	Player attempts to buy a gift item, but the player already has a gift item	aItems[GIFT] = PERSONALIZED_PEN	1	1	P
	3	Player attempts to buy a gift item, and the player has no gift item	aItems[GIFT] = NONE	0	0	P
shopAt	1	Player shops at Big Bang Burger and buys a BBB_PLUSH.	nShop = SHOP_BBB nTakemiPts = -2 *pYen = 1000 aItems = [all NONE] aItemsBoughtToday = [all NONE] Player selects “Big Bang Burger Plushy (GIFT)”	*pYen = 0 aItems[GIFT] = BBB_PLUSH	*pYen = 0 aItems[GIFT] = BBB_PLUSH	P
	2	Player shops at Big Bang Burger and buys a BBB_COMBO.	nShop = SHOP_BBB nTakemiPts = -2 *pYen = 1000 aItems = [all NONE] aItemsBoughtToday = [all NONE] Player selects “Big Bang Burger Combo (BOOST)”	*pYen = 0 aItems[GIFT] = BBB_COMBO	*pYen = 0 aItems[GIFT] = BBB_COMBO	P
	3	Player shops at Vitamin Shop and buys GREEN_TEA_SUPPLEMENT	nShop = SHOP_VITAMIN nTakemiPts = 0 *pYen = 1500 aItems = [all NONE] aItemsBoughtToday = [all NONE] Player selects “Green Tea Supplement (BOOST)”	*pYen = 0 aItems[GIFT] = GREEN_TEA_SUPPLEMENT	*pYen = 0 aItems[GIFT] = GREEN_TEA_SUPPLEMENT	P

IV. Stat Boosting Actions						
addStatPts	1	Studied at LeBlanc, did not have music player	aStatPts = [0, 0, 0] aItems = [all NONE]	aStatPts = [0, 0, 2]	aStatPts = [0, 0, 2]	P
	2	Player went for a warm bath; kindness got boosted	aStatPts = [0, 0, 0] aItems = [all NONE]	aStatPts = [1 or 2, 0, 0]	aStatPts = [2, 0, 0]	P
	3	The player watches Etiquette 101	aStatPts = [0, 0, 0] aItems[DVD_PLAYER] = DVD_PLAYER aItems[ETIQUETTE_101] = ETIQUETTE_101	aStatPts = [2, 0, 0]	aStatPts = [2, 0, 0]	P
doStatBoost	1	Player tended to the Plants	aStatPts = [0, 0, 0] nStat = KINDNESS nVal = 1 aItems = [all NONE] nBoostItem = HERBAL_ESSENCE, sFlavor = TEXT_PLANTS	aStatPts = [1, 0, 0]	aStatPts = [1, 0, 0]	P
	2	Player trained in the Shujin Academy Gym	aStatPts = [0, 0, 0] nStat = GUTS nVal = 1 aItems = [all NONE] nBoostItem = HERBAL_ESSENCE, sFlavor = TEXT_TRAIN	aStatPts = [0, 1, 0]	aStatPts = [0, 1, 0]	P
	3	Player studied at the Library	aStatPts = [0, 0, 0] nStat = GUTS nVal = 1 aItems = [all NONE] nBoostItem = HERBAL_ESSENCE, sFlavor = TEXT_LIBRARY	aStatPts = [0, 0, 1]	aStatPts = [0, 0, 1]	P

doPaidStatBoost	1	Player went to the Cafe	aStatPts = [0, 0, 0] nStat = KNOWLEDGE nVal = 1 + chance(50) *pYen = 1200 nCost = 1000 aItems = [all NONE] nBoostItem = CHICKEN_KATSU_BOWL sFlavor = TEXT_CAFE	1 aStatPts = [0, 0, 1 or 2] *pYen = 1000	1 aStatPts = [0, 0, 1 or 2] *pYen = 1000	P
	2	Player went to the Fitness Center	aStatPts = [0, 0, 0] nStat = GUTS nVal = toStatLv(aStatPts[GUTS]) + 1 *pYen = 2000 nCost = 1500 aItems = [all NONE] nBoostItem = PORK_TONKOTSU_BOWL sFlavor = TEXT_FITNESS	1 aStatPts = [0, 1, 0] *pYen = 500	1 aStatPts = [0, 1, 0] *pYen = 500	P
	3	Player tried the Rhythm Game, but had no money.	aStatPts = [0, 0, 0] nStat = KNOWLEDGE nVal = KNOWLEDGE, 1 + chance(30) *pYen = 1200 nCost = 100 aItems = [all NONE] nBoostItem = CHICKEN_KATSU_BOWL sFlavor = TEXT_RHYTHM	0	0	P
doStudyLeBlanc	1	Studied at LeBlanc, did not have music player	aStatPts = [0, 0, 0] aItems = [all NONE]	aStatPts = [0, 0, 1]	aStatPts = [0, 0, 1]	P
	2	Studied at LeBlanc, has music player, 75% bonus chance activated	aStatPts = [0, 0, 0] aItems[MUSIC_PLAYER] = MUSIC_PLAYER	aStatPts = [0, 0, 2]	aStatPts = [0, 0, 2]	P

	3	Studied at LeBlanc, has music player, 75% bonus chance did not activate	aStatPts = [0, 0, 0] aItems[MUSIC_PLAYER] = MUSIC_PLAYER	aStatPts = [0, 0, 1]	aStatPts = [0, 0, 1]	P
doClean	1	Cleaned the blackboard, nothing happened	aStatPts = [0, 0, 0] aItems = aItems	aStatPts = [0, 0, 0]	aStatPts = [0, 0, 0]	P
	2	Cleaned the blackboard, Kindness got boosted	aStatPts = [0, 0, 0] aItems = aItems	aStatPts = [2, 0, 0]	aStatPts = [2, 0, 0]	P
	3	Cleaned the blackboard, Knowledge got boosted	aStatPts = [0, 0, 0] aItems = aItems	aStatPts = [0, 0, 2]	aStatPts = [0, 0, 2]	P
doWatchDVD	1	The player does not have any DVDs, but does have a DVD player.	aStatPts = [0, 0, 0] aItems[DVD_PLAYER] = DVD_PLAYER	0	0	P
	2	The player watches Etiquette 101	aStatPts = [0, 0, 0] aItems = [0, 1, 2, 3, 4, 5, …] (player has Music Player, DVD Player, all 3 DVDs) Player selects “Etiquette 101 (DVD)”	1 aStatPts = [2, 0, 0]	1 aStatPts = [2, 0, 0]	P
	3	The player watches Bravery the Frightened Dog and has a BBB_COMBO	aStatPts = [0, 0, 0] aItems = [0, 1, 2, 3, 4, 5, NONE, 14] (player has Music Player, DVD Player, all 3 DVDs, and a BBB_COMBO) Player selects “Bravery the Frightened Dog (DVD)”	1 aStatPts = [0, 3, 0]	1 aStatPts = [0, 3, 0]	P
doWarmBath	1	Player tried to go for a warm bath, but did not have enough money.	aStatPts = [0, 0, 0] *pYen = 0 aItems = [all NONE]	0	0	P
	2	Player went for a warm bath; kindness got boosted	aStatPts = [0, 0, 0] *pYen = 500	1 aStatPts = [1 or 2, 0, 0]	1 aStatPts = [1, 0, 0]	P

			aItems = [all NONE]	*pYen = 0	*pYen = 0	
	3	Player went for a warm bath; had herbal essence, guts got boosted	aStatPts = [0, 0, 0] *pYen = 500 aItems[BOOST] = HERBAL_ESSENCE	1 aStatPts =[0, 2 or 4, 0] *pYen = 0	1 aStatPts = [0, 4, 0] *pYen = 0	P
doChallenge	1	Player wins	aStatPts = [0, 0, 0] *pYen = 1500 aItems = [all NONE] *pBBBLv = 1	1 aStatPts = [1, 1, 1] *pYen = 0 *pBBBLv = 2	1 aStatPts = [1, 1, 1] *pYen = 0 *pBBBLv = 2	P
	2	Player fails	aStatPts = [0, 0, 0] *pYen = 1500 aItems = [all NONE] *pBBBLv = 1	1 aStatPts = [0, 0, 0] *pYen = 0 *pBBBLv = 1	1 aStatPts = [0, 0, 0] *pYen = 0 *pBBBLv = 1	P
	3	Player can't challenge the BBB Challenge anymore	aStatPts = [22, 22, 22] *pYen = 1500 aItems = [all NONE] *pBBBLv = 4	0	0	p

`mp_handlers.c`

Function Name	#	Test Description	Sample Input	Expected Result	Actual Result	P/F
handleJob	1	Player earns money from the flower shop. Kindness is level 1	nSelection = JOB_FLOWER aStatPts = [5, 0, 0] *pYen = 0	Player earns a random amount between 400-800	*pYen = 542	P
	2	Player earns money from the gyudon store. Guts is level 2	nSelection = JOB_GYUDON aStatPts = [0, 13, 0] *pYen = 0	Player earns a random amount between 800-1600	*pYen = 1200	P
	3	Player earns money from the convenience store. Knowledge is level 3	nSelection = JOB_CONVENIENCE	Player earns a random amount between	*pYen = 2123	P

			aStatPts = [0, 0, 22] *pYen = 0	1200-2400		
handleConfAct	1	Player has a gift, interacts with Yusuke, but decides to cancel the interaction.	nSelection = HANGOUT_YUSUKE *pYen = 0 *pLentMoney = 0 aItems[GIFT] = BBB_PLUSH aConfPts[YUSUKE] = 0 aConfGifted[YUSUKE] = false *pDoRefresh = false Player selects “Nevermind”	0	0	P
	2	Player has a gift, interacts with Yusuke, spends time with Yusuke	nSelection = HANGOUT_YUSUKE *pYen = 0 *pLentMoney = 0 aItems[GIFT] = BBB_PLUSH aConfPts[YUSUKE] = 0 aConfGifted[YUSUKE] = false *pDoRefresh = false Player selects “Spend time with the confidant”	1 aConfPts[YUSUKE] = 2	1 aConfPts[YUSUKE] = 2	P
	3	Player has a gift, interacts with Yusuke, presents the gift to Yusuke	nSelection = HANGOUT_YUSUKE *pYen = 0 *pLentMoney = 0 aItems[GIFT] = BBB_PLUSH aConfPts[YUSUKE] = 0 aConfGifted[YUSUKE] = false *pDoRefresh = false Player selects “Present the gift to the confidant”	0 aConfPts[YUSUKE] = 3	0 aConfPts[YUSUKE] = 3	P

handleStatAct	1	Player trained in the Shujin Academy Gym	nSelection = DO_TRAIN aStatPts = [0, 0, 0] aItems = [all NONE] *pYen = 0 *pBBBLv = 1	1 aStatPts = [0, 1, 0]	1 aStatPts = [0, 1, 0]	P
	2	Studied at LeBlanc, did not have music player	nSelection = DO_STUDY_LEBLANC aStatPts = [0, 0, 0] aItems = [all NONE] *pYen = 0 *pBBBLv = 1	1 aStatPts = [0, 0, 1]	1 aStatPts = [0, 0, 1]	P
	3	Player wins the BBB Challenge	nSelection = DO_BBB_CHALLENGE aStatPts = [0, 0, 0] aItems = [all NONE] *pYen = 1500 *pBBBLv = 1	1 aStatPts = [1, 1, 1] *pYen = 0 *pBBBLv = 2	1 aStatPts = [1, 1, 1] *pYen = 0 *pBBBLv = 2	P
handleSaveLoad	1	Around two-thirds deep of a playthrough, the player lends Yusuke money, and then saves at slot 3	nHighlight = 15 (SAVE) *pLocation = 3 (TRAIN_STATION) *pDay = 18 *pPeriod = AFTERNOON *pYen = 5176 *pBBBLv = 2 *pLentMoney = 1 aConfPts = [8, 6, -1, 2, -1, -2, …, -2], (aConfPts[YUSUKE] = 2) aStatPts = [7, 6, 12] aItems = [NONE, .., NONE] aItemsBoughtToday = [false, …, false] aConfGifted = [false, …, false] *pDoRefresh = false *pSaveFileLoaded = false	The following is saved at “3.p5tb”: --- 3 18 0 5176 2 1 8 6 -1 2 -1 -2 -2 -2 -2 -2 7 6 12 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 --- *pDoRefresh = true	The following is saved at “3.p5tb”: --- 3 18 0 5176 2 1 8 6 -1 2 -1 -2 -2 -2 -2 -2 7 6 12 -1 -1 -1 -1 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 --- *pDoRefresh = true	P

			Player selects save slot 3			
	2	The player saves at save slot 1 right before the end of a perfect playthrough.	nHighlight = 15 (SAVE) *pLocation = 1 *pDay = 60 *pPeriod = EVENING *pYen = 999999 *pBBBLv = 4 *pLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3] aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false] *pDoRefresh = false *pSaveFileLoaded = false	The following is saved at “1.p5tb”: --- 1 60 0 999999 4 0 18 18 18 18 18 18 18 18 18 18 22 22 22 0 1 2 3 4 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 --- *pDoRefresh = true	The following is saved at “1.p5tb”: --- 1 60 0 999999 4 0 18 18 18 18 18 18 18 18 18 18 22 22 22 0 1 2 3 4 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 --- *pDoRefresh = true	P
	3	The player loads the perfect playthrough file previously saved at “1.p5tb” from the title screen. Contents of “1.p5tb”: --- 1 60 0 999999 4 0 18 18 18 18 18 18 18 18 18 18 22 22 22 0 1 2 3 4 -1 -1 -1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	nHighlight = 16 (LOAD) pLocation = &nLocation pDay = &nDay pPeriod = &nStartingPeriod pYen = &nYen pBBBLv = &nBBBLv pLentMoney = &bLentMoney aConfPts = aConfPts aStatPts = aStatPts aItems = aItems aItemsBoughtToday = aItemsBoughtTofay aConfGifted = aConfGifted *pDoRefresh = false *pSaveFileLoaded = false	nLocation = 1 nDay = 60 nStartingPeriod = EVENING nYen = 999999 nBBBLv = 4 (Finished Lv 3 and can’t take the challenge anymore) bLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3] aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false] *pDoRefresh = true *pSaveFileLoaded = true	nLocation = 1 nDay = 60 nStartingPeriod = EVENING nYen = 999999 nBBBLv = 4 (Finished Lv 3 and can’t take the challenge anymore) bLentMoney = 0 aConfPts = [all CONF_MAX] aStatPts = [all SOCIAL_LV3] aItems = [0, 1, 2, 3, 4, 5, NONE, NONE] aItemsBoughtToday = [all false] aConfGifted = [all false] *pDoRefresh = true *pSaveFileLoaded = true	P