# Test the parsing of maps/environments (Environment class)

Most map errors are intolerable:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-WrongPathMissingSource.gdf

Game environment: GDF 1.0 The Six Rooms with Wrong Path

ERROR: Wrong map - fewer valid paths than announced!

Please input the correct environment file path:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-WrongPathSource.gdf

Game environment: GDF 1.0 The Six Rooms with Wrong Path

ERROR: Wrong map - check the source of Path ID 1.

Please input the correct environment file path:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-WrongPathDirection.gdf

Game environment: GDF 1.0 The Six Rooms with Wrong Path

ERROR: Wrong map - check the direction of Path ID 5.

Please input the correct environment file path:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-WrongPathDestination.gdf

Game environment: GDF 1.0 The Six Rooms with Wrong Path

ERROR: Wrong map - check the destination of Path ID 13.

Please input the correct environment file path:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-LessPathsThanAnnounced.gdf

Game environment: GDF 1.0 The Six Rooms with Fewer Paths than Announced

ERROR: Wrong map - fewer valid paths than announced!

Please input the correct environment file path:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-LessPlacesThanAnnounced.gdf

Game environment: GDF 1.0 The Six Rooms with Less Places than Announced

ERROR: Wrong map - not so many places as announced!

Please input the correct environment file path:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-VacantPlaceID.gdf

Game environment: GDF 1.0 The Six Rooms with Vacant Place ID

ERROR: Wrong map - not so many places as announced!

Please input the correct environment file path:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-VacantPlaceName.gdf

Game environment: GDF 1.0 The Six Rooms with Vacant Place Name

ERROR: Wrong map - place 12 has no name!

Please input the correct environment file path:

Some errors are tolerable:

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-MorePathsThanAnnounced.gdf

Game environment: GDF 1.0 The Six Rooms with More Paths than Announced

Input commands to wander around and find the exit.

Type HELP for instructions at any time.

Let's begin!

A:\Documents\Documents\GitHub\CS440\Code\testMaps\sixRooms-MorePlacesThanAnnounced.gdf

Game environment: GDF 1.0 The Six Rooms with More Places than Announced

Input commands to wander around and find the exit.

Type HELP for instructions at any time.

Let's begin!

# Test the validation of user input (Token class)

go

is valid command

go n

is valid token

Command: go, Direction: n

No

go nn

look

is valid command

is valid token

Command: look, Direction: null

look nw

is valid token

Command: look, Direction: nw

look northwest

is valid token

Command: look, Direction: northwest

quit

is valid command

is valid token

Command: quit, Direction: null

exit

is valid command

is valid token

Command: exit, Direction: null

GO EAST

is valid token

Command: GO, Direction: EAST

east

is valid direction

## special cases – white space allowed

go n

is valid token

Command: go, Direction: n

go n

is valid token

Command: go, Direction: n

go n

is valid token

Command: go, Direction: n

look

is valid command

is valid token

Command: look, Direction: null

look nw

is valid token

Command: look, Direction: nw