

Final project test table

Test case	Expected case	Actual case
Program asks for the users name	User types in name and it is stored as string	User types in name and it is stored as string
User enters 2 at first menu	Program quits	Program quits
User enters 1 at first menu	Main game loop starts	Main game loop starts
Start of main game loop	Space image prints along with mini map	Space image prints along with mini map
User chooses to snap a photo	Photo is stored as string into a stack which can be called later	Photo is stored as string into a stack which can be called later
User chooses to count photos	For temp size, temp photo stack is printed to the screen and popped.	For temp size, temp photo stack is printed to the screen and popped.
User moves direction when space is connected	User enters new space	User enters new space
User moves direction when space isn't connected	User is prompted that there is no space connected	User is prompted that there is no space connected
User moves direction once	Time counter counts down one unit	Time counter counts down one unit
User takes a photo	Time counter counts down one unit	Time counter counts down one unit
User counters a photo	Time counter counts down one unit	Time counter counts down one unit
User takes a photo of all rooms before time limit	Game is completed, prompts user and exits	Game is completed, prompts user and exits
User doesn't take a photo of all rooms before time limit	User loses the game, program exits	User loses the game, program exits
User is in certain space	Space is displayed correctly on the minimap	Space is displayed correctly on the minimap