

# Test cases

## Test case 1.1 Navigate to Page

### Input:

- Clear existing cookies
- Navigate to site

### Output:

- A maze is shown, with the character being visible together with all in-line-of-sight maze tiles
- "Score: 0" is shown
- "Steps left: 500" is shown
- Information on how to play the game is shown.

## Test case 1.2 Move character

### Input:

- Test case 1.1
- Press one of the enabled navigation buttons in the controls

### Output:

- Test case 1.1
- The character has moved in the direction the button pressed shows.
- Maze tile visibility is updated
- Steps left is decreased by one, and the decreased amount is shown next to the total steps left

## Test case 1.3 Move character over Hazard

### Input:

- Test case 1.1
- Press one of the enabled navigation buttons in the controls

### Output:

- Test case 1.1
- The character has moved in the direction the button pressed shows.
- Maze tile visibility is updated
- Steps left is decreased by one + the number of steps the hazard removes. The decreased amount is shown next to the total steps left

## Test case 1.4 Move character fail

### Input:

- Test case 1.1
- Send a POST with a directional button currently not enabled pressed

### Output:

- Test case 1.1

- The character has not moved
- Steps left has not decreased
- A message is shown explaining what went wrong

## Test case 1.5 Next Maze

### Input:

- Test case 1.1
- Move the character to the “Q” on the map
- Press the “Next Maze” button

### Output:

- Test case 1.1 with a new map
- Score is updated with a higher value depending on how many steps the user took to reach the exit. The increased amount is shown next to the total score.

## Test case 1.6 Next Maze fail

### Input:

- Test case 1.1
- Send a POST with the next maze button pressed, without the character standing on the exit tile

### Output:

- Test case 1.1
- The maze has not changed
- A message is shown explaining what went wrong

## Test case 1.7 Reset game

### Input:

- Test case 1.1
- Press the “Restart Maze” button

### Output:

- Test case 1.1
- A new maze is shown. Steps and score is reset to their default values.

## Test case 1.8 Identification cookie value changes every game reset

### Input:

- Test case 1.1
- Press the “Restart Game” button twice. Note the identification cookies value both times

### Output:

- The value of the cookie is different both times.

## Test case 1.9 Game end

### Input:

- Test case 1.1
- Move the character until the steps left counter reaches 0 or below

### Output:

- Test case 1.1
- All buttons but the "Restart Game" button is disabled
- A message saying the game is over is shown. The message also shows the players final score.

## Test case 2.0 Game still exists after reload

### Input:

- Test case 1.1
- Reload the page

### Output:

- Test case 1.1
- Information is shown exactly the same as before
- If POST data was sent with the reload (for example: character movement), that action still happens.

## Test case 2.1 Game still exists after re-navigation

### Input:

- Test case 1.1
- Close the browser, open it again and navigate to the webpage

### Output:

- Test case 1.1
- Information is shown exactly the same as before

## Test case 2.2 Cookie Hijacking is prevented between different browsers

### Input:

- Open the the webpage in two different browsers, confirm two different mazes are shown
- In browser one, copy the identification cookies value, paste it as browser twos value.
- Re-navigate to browser twos webpage

### Output:

- Browser two is presented with a new maze
- A message is shown, telling browser two that its cookie is containing invalid information
- Browser one is unaffected by the changes and can continue playing as normal