

The Logic Legends:

Test Cases

Group 1

3/4/2025

Sample Data With Errors

John Doe

1

T

N

Doe John

Y

H

11

7

B

0

5

W

3

1

2

1

1

1

1

1

1

2

2

F

D

1

B

5

D

B

G

A

4

C

2

A

A

B

4

C

F
B

Sample Data With Errors						
Input(s)	Type	Block	Function	Breaks program?	Error Description	Action Taken
John Doe, Doe John	Name (string)	while	main	No	Empty space not accounted for	
1	Yes or No (char)	while	main	No	Does not match data type of storage variable	Input is prompted again
T	Yes or No (char)	while	main	No	Does not match the character that the program is looking for	Input is prompted again
N	Yes or No (char)	while	main	No	Correct letter	
Y	Yes or No (char)	while	main	No	Correct letter	
H	Race Choice (int)	while	main	No	Does not match data type of storage variable	Input is prompted again
11	Race Choice (int)	while	main	No	Value is out of bounds	Input is prompted again
7	Race Choice (int)	while	main	No	In bounds	
B	Class Choice (int)	while	main	No	Char value attempted to be stored in an int variable	Input is prompted again
0	Class Choice (int)	while	main	No	Value is out of bounds	Input is prompted again
5	Class Choice (int)	while	main	No	In bounds	

W	Choice (int)	input	joshQuest()	No	Char value attempted to be stored in an int variable	Input is prompted again
3	Choice (int)	input	joshQuest()	No	Value is out of bounds	Input is prompted again
1	Choice (int)	input	joshQuest()	No	In bounds	
2	Choice (int)	input	joshQuest()	No	In bounds	
F	Choice (char)	while	zechariahQuest()	No	The input is out of bounds	Input prompted again
D	Choice (char)	while	zechariahQuest()	No	In bounds	
1	Choice (char)	while	zechariahQuest()	No	Int value attempting to be allocated to char	Input prompted again
B	Choice (char)	while	zechariahQuest()	No	In bounds	
5	Choice (char)	while	zechariahQuest()	No	Int value attempting to be allocated to char	Input prompted again
D	Choice (char)	while	zechariahQuest()	No	In bounds	
B	Choice (char)	while	zechariahQuest()	No	In bounds	
b	Continue (prompt)	if	joshQuest()	No	Prints exception to screen, but continues in the program anyway	Removed the if statement, so now pressing enter will end the story
#	Name (string)	while	main	No	Special character / non-letter assigned to player's name	
G	Choice (char)	while	zechariahQuest()	No	Value is out of bounds	Input prompted again
A	Choice (char)	while	zechariahQuest()	No	In bounds	
4	Choice (char)	while	zechariahQuest()	No	Int value attempting to be allocated to char	Input prompted again
C	Choice (char)	while	zechariahQuest()	No	In bounds	

2	Choice (char)	while	zechariahQueue()	No	Int value attempting to be allocated to char	Input prompted again
A	Choice (char)	if	zechariahQueue()	No	In bounds	
5	Choice (char)	if	banditCampQueue()	No	Int attempting to be allocated by char	Input prompted again
A	Choice (char)	if	banditCampQueue()	No	In bounds	
B	Choice (char)	if	innScene()	No	In bounds	
4	Choice (char)	if	innScene()	No	Int attempting to be stored in char	Input is prompted again
C	Choice (char)	if	innScene()	No	In bounds	
F	Choice (char)	if	innScene()	No	Out of bounds	Input is prompted again
C	Choice (char)	if	innScene()	No	In bounds	

Zero-Error Sample Data and Screenshots

Bilbo

Y

9

2

1

2

1

1

1

2

1

1

2

1

D

A

B

D

B

A

B

B

A

C

A

B

```
Home - Myly | Assignments: OAC Spring 2025 | Online C++ Compiler - online | +
onlinegdb.com/online_c++_compiler
Run | Debug | Stop | Share | Save | Beautify |
Language: C++
Welcome to the magical world of Logicopia!
This is a land of adventures and endless opportunity for travelers like you.
Please... tell me your name: Bilbo
Your name is Bilbo? Did I get it right? (Enter Y or N) y
So Bilbo where do you come from? What is the race of your people?
Please select a race from the list below:
1. Elf
2. Dwarf
3. Human
4. Orc
5. Dragonborn
6. Gnome
7. Tiefling
8. Lizardfolk
9. Halfling
Ah, I see Bilbo you're a Halfling!
Last question, I swear!
What is your skill class?
Please select a class from below:
1. Barbarian
2. Bard
3. Cleric
4. Druid
5. Fighter
6. Monk
7. Paladin
8. Ranger
9. Rogue
10. Wizard
11. Warlock
2
What a sight! a Halfling Bard!
Well Bilbo, I suppose it's time you start your journey...

In a world where ancient ruins whisper forgotten secrets and the skies burn with unnatural storms
Press enter to continue...

You awaken in a field of ash, a strange symbol glowing faintly on your hand
Press enter to continue...
```

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Run | Debug | Stop | Share | Save | Beautify |
Language: C++
In a world where ancient ruins whisper forgotten secrets and the skies burn with unnatural storms
Press enter to continue...

You awaken in a field of ash, a strange symbol glowing faintly on your hand
Press enter to continue...

The air is thick with tension, and the land feels alive, as if watching your every move
Press enter to continue...

A distant mountain looms on the horizon, its peak shrouded in swirling darkness
Press enter to continue...

With no memory of how you arrived, you take your first step into the unknown, the symbol pulsing faintly in time with your heartbeat
Press enter TWICE to begin the story...

You awaken in a strange land, a glowing symbol on your hand and a distant mountain on the horizon

What would you like to do?
1) Follow the symbol's pull toward the mountain
2) Ignore the symbol and explore the nearby ruins
Enter 1 or 2 (enter "back" to return to the previous prompt): 1
```

```
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Language C++
Run | Debug | Stop | Share | Save | Beautify |
input
The path splits: a dark forest to the left and a rocky canyon to the right

What would you like to do?
1) Take the path through the dark forest
2) Take the path through the rocky canyon
Enter 1 or 2 (enter "back" to return to the previous prompt): 2

The forest is eerie, but you find a hidden path, increasing your Agility as you navigate the terrain
Your agility has been increased by 1.
Press enter to continue...

A wounded traveler collapses at your feet, whispering about a 'key' hidden in the forest or canyon

What would you like to do?
1) Help the traveler and search for the 'key'
2) Leave the traveler and continue on your journey
Enter 1 or 2 (enter "back" to return to the previous prompt): 1

You avoid the traveler, increasing your Luck, but the path ahead is longer and more dangerous
Your luck has been increased by 1.
Press enter to continue...

You reach a village under attack by shadowy creatures, the mountain looming closer
```

```
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onlinegdb.com/online_c++_compiler
Language C++
Run | Debug | Stop | Share | Save | Beautify |
input
You reach a village under attack by shadowy creatures, the mountain looming closer

What would you like to do?
1) Defend the village from the shadowy creatures
2) Sneak past the village to avoid the danger
Enter 1 or 2 (enter "back" to return to the previous prompt): 1

You avoid the fight, increasing your Agility, but the shadowy creatures notice you and give chase
Your agility has been increased by 1.
Press enter to continue...

A mysterious merchant offers you a strange artifact, claiming it will help you on your journey

What would you like to do?
1) Refuse the artifact and continue without it
2) Accept the artifact and agree to the merchant's terms
Enter 1 or 2 (enter "back" to return to the previous prompt): 1

You avoid the merchant's debt, increasing your Endurance, but the journey becomes harder without the artifact
Your endurance has been increased by 1.
Press enter to continue...

The mountain's entrance is sealed by a massive gate, covered in ancient runes
```



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Home - Myly | Assignments OAC-Spring 2025 | Online C++ Compiler - online - x
onlinegdb.com/online_c++_compiler

Run | Debug | Stop | Share | Save | Beautify | Language C++

input

[Bad ending] The darkness is banished, however, it's influence begins to consume you for the unseeable future... You are a hero?... well.. we'll see...

Press enter to continue...

Updated Stats:
Strength: 2 + (2)
Perception: 10 + (0)
Endurance: 10 + (1)
Charisma: 25 + (0)
Intelligence: 3 + (1)
Agility: 2 + (3)
Luck: 18 + (1)

You stumble back onto the path finally escaping the caverns of the mountain. The faces of the shadowy beasts fill your mind.
You're not sure where you're heading now, but you think back to your waking moments.
You can't remember a thing... but your encounter with the shadow figures haunt you.
What evils haunt this land? Does the glowing mark on your hand mean?

The sun begins to set over the horizon, despite walking leagues under the sun, your legs feel light and your head heavy.
You make camp along the road and try to ease your mind from the anxieties you feel.
Maybe sleep will help...

...x2x2x

In the wee hours of the morning, as you pass by a village, a local dwarven man runs toward you, waving his arms frantically.
Dwarven Man: "Wait, please! I need your help. My wife was taken last night by a creature of the Hells. I don't have much to offer but this."
He holds up a strange-looking amulet, unlike anything you've ever seen before.
Dwarven Man: "Will you help me?"

A) "Piss off, peasant. I have no time for you."
B) "Well, she isn't going to save herself, is she?"
C) "Sure, I guess."
D) "Describe the creature."
d

Dwarven Man: "Oh, thank you! Thank you! Sorry, I've been looking for aid all night. Follow me, and I'll show you where we were attacked."
He leads you through the village. It's a small, bustling farming settlement. The roads are dirt, and the people are covered in filth.
Once outside the village, he takes you to a narrow dirt road flanked by cornfields.
Dwarven Man: "It was here. My wife and I were walking home when a humanoid creature came running through the corn."
'The creature threw me aside and grabbed my wife. As I tried to stand and fight for the love of my life, the bastard threw a knife at me, pinning me to the ground.'
He shows you the knife. The handle is carved from bone, depicting lost souls in intricate engravings. The blade is iron not fancy, but well-maintained.
Dwarven Man: "That cursed blade held me in place too long. By the time I got free, the beast spread its wings ten to fifteen feet across and took off to the south."
'Feel free to ask me anything. I'll help however I can.'

Dialog Options:
A) "Can you describe the creature in more detail?"
```

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onlinegdb.com/online_c++_compiler

Run | Debug | Stop | Share | Save | Beautify | Language C++

input

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'Feel free to ask me anything. I'll help however I can.'

Dialog Options:
A) "Can you describe the creature in more detail?"
B) "Any idea where it could have gone?"
C) "Come with me. I could use an assistant."
D) "I don't think you can help any more than you have."
a

Dwarven Man: "Yes, I remember some details. The creature wore a strange hat with a short brim all around, but the back and most of the sides were folded up."
'It wore the hat tilted slightly. Its skin was leathery, its eyes yellow. It stood about six or seven feet tall, and all its teeth were pointed grinning the whole time.'

Dialog Options:
A) "Can you describe the creature in more detail?"
B) "Any idea where it could have gone?"
C) "Come with me. I could use an assistant."
D) "I don't think you can help any more than you have."
b

Dwarven Man: "Well, there's a forest with caves to the south. That's my best guess. Many strange things happen there."

Dialog Options:
A) "Can you describe the creature in more detail?"
B) "Any idea where it could have gone?"
C) "Come with me. I could use an assistant."
D) "I don't think you can help any more than you have."
d

Dwarven Man: "When you find her, bring her back to our stead it's just up this road, you can't miss it."
You take a deep breath and set off toward the darkened forest, ready to face whatever lurks within...
As you reach the forest it's now mid-day yet the forest is silent. No birds chirping, or bugs buzzing around. It's as if the forest is asleep.
As you continue to wonder searching the woods you have a gut feeling you're being watched. Something somewhere is watching in silence.
You hear a faint voice far in the distance. As you move towards it the voice becomes clearer. It's singing.
Up ahead you can see a old frail woman picking mushrooms and singing.

Options:
A) Announce yourself
B) Listen to her singb

Out on the road, the night is long.
Wheels keep turning, something's wrong.
Shadows move where none should be,
A whisper calls...it's haunting me.
Crawpers, Creepers, hide your eyes,
Run too slow, you'll say goodbye.
```

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Home - Mylvy | Assignments QAC-Spring 2025 | Online C++ Compiler - online - X
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Run | Debug | Stop | Share | Save | Beautify | Language: C++

input

Out on the road, the night is long,
Wheels keep turning, something's wrong.
Shadows move where none should be,
A whisper calls... it's haunting me.
Jeepers, Creepers, hide your eyes,
Run too slow, you'll say goodbye.
Feast on fear, I love the chase,
Once you're seen, there's no escape.
Old church standing, dark and cold,
Trophies taken, stories told.
I smell the blood, I hear the cries,
A thousand souls behind my eyes.
Jeepers, Creepers, hide your eyes,
Run too slow, you'll say goodbye.
Feast on fear, I love the chase,
Once you're seen, there's no escape.
When the night is black as coal,
And the wind begins to moan...
If you see my wicked grin,
Pray to the Gods it's not your skin.
As the song finishes you can see the leathery skin. Just as you realize that this is the creature. It's wings pop out of it's back and it takes off flying south.
If this creature can blend in as an old lady what other tricks may it have up its sleeve. With that taught you press on further south.
After hours of walking you can see a large structure nestled in these woods. Immediately you recognize the building as the church depicted in the creature's song. This must be it's home.
Vines climb the walls and where the door once stood is a dark doorway. All of a sudden you can hear faint crying.
Choices:
A) Comfort the crying voice
B) draw your weapon and slow follow the voices
You call out to attempt to comfort the voice. The crying stops and there is a moment of silence.
Please whoever it is help me, I'm in the basement. Hurry before it comes back. P-P-Please.
The voice is different from the one you heard in the forest. You draw your weapon to be safe and head to the basement.
As you slowly move down the stairs you can see something no words could ever properly describe. The walls and ceiling of the basement and covered in this creatures other victims.
They are all stitched together like a fleshy tapestry. Some missing hands others missing eyes or even heads. This beast must reign from the hells.
There is a table soaked in dried blood with leather straps to tie down it's victims. The shelves on the walls host a wide range of jars filled with a yellowish amber liquid containing eyes, and organs
To the right are three cages one is empty the other two are occupied. One is the woman you are looking for crying the other has an old man sitting holding his legs like a scared child.
Woman: Please get us out of here before it comes back.
You gather your thoughts and begin looking for keys...
You scan the room, but there are no keys to be found the beast must keep them on it.
Choices:
A) Wait for the beast to comeback and fight it for the keys
B) Leave you've seen enough
C) Use your weapon to break the lockab
This is crazy. A beast from the hells why are you here. You turn around and run up the stairs. Behind you you can hear the woman begging for you to come back.
...
You managed to escape another bad situation... however a coolness pricks on your back.
Maybe you could be a hero, a soldier, or something else significant- but first you needed answers.
You decide the best thing for you now is to find your people. Other Halfings.
With this resolve, you push further down the winding road.
```

```
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onlinegdb.com/online_c++_compiler

Run | Debug | Stop | Share | Save | Beautify | Language: C++

input

...
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Maybe you could be a hero, a soldier, or something else significant- but first you needed answers.
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With this resolve, you push further down the winding road.
You come across a secluded camp with a few bandits lounging around. There are some tents, a campfire, and barrels of loot stacked nearby.
The bandits seem to be guarding the area, but they are distracted by a game of dice. This could be your chance.
Do you want to:
A) Ignore the camp and continue on your travels.
B) Attempt to talk your way in and steal the loot.
C) Fight the bandits and claim the loot for yourself.
b
You approach the bandits, trying to talk your way in...
Your silver tongue convinces the bandits. You steal the loot without a fight!
The Two-Handed Axe you found has a base damage of 5, and it scales with your strength!
The axe's total damage is: 9
you also obtain 50 gold and two health potions
Your spoils were added to your inventory!
Gold: 50
Items: Two-Handed Axe, Health Potion, Health Potion.
As you travel deeper into the land of Logiocopia, small memories begin to resurface.
You begin to remember the unique traditions of the Halfings.
Festivals, holidays, coming of age ceremonies all fill your mind as the landscape slowly shifts into familiar horizons
It's not long before you see a little town in the distance.
You step into the warm glow of the inn, the scent of roasted meat and fresh bread filling the air.
The innkeeper eyes you as you approach the counter.
Innkeeper: 'Welcome, traveler! Would you like to rent a room for the night? It's 5 gold per night.'
(You currently have: 50 gold)
A) Rent a room
B) Decline and sit at a table
C) Leave the inn
a
You hand over 5 gold and are given a comfortable room. After a full night's rest, you feel completely rejuvenated.
(Your HP and stats have been restored!)
Innkeeper: 'Oh, by the way, someone was asking about you after you retired. They're waiting at a table.'
You decide to approach the table.
As you sit at the table, a figure draped in a large cloak approaches and sits across from you.
Their features are obscured, and their presence is both mysterious and intriguing.
A) 'Who are you, and why are you sitting at my table?'
B) 'Excuse me, I think you have the wrong table.'
C) '...'
C
```

```
Home - MyMy | Assignments OAC-Spring 2025 | Online C++ Compiler - online | +
onlinegdb.com/online_c++_compiler
Language C++
Run Debug Stop Share Save Beautify
Input
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A) "Who are you, and why are you sitting at my table?"
B) "Excuse me, I think you have the wrong table."
C) "..."
c
Cloaked Man: "Not much for confrontation, huh? Me neither, to be honest."
The cloaked figure leans in slightly. "I have a job for you. A simple retrieval task."
"A group of thieves stole something precious from me, a polished silver pocket watch."
"They've holed up in the forest outside of town. If you get it back, I'll pay you 110 gold."
Do you accept the quest?
A) Accept the job
B) Refuse
a
"Great. I knew I saw a good person in ya."
You make your way into the dense forest, searching for the thieves' hideout.
You approach the hideout and decide to listen in on a conversation.
Rolling for skill check... You rolled: 15 + 10 (skill) = 25
You overhear the thieves discussing how the Cloaked Man never paid his debts.
After sneaking in, you retrieve the polished silver pocket watch and return to the inn.
Cloaked Man: "Did you take care of them?"
A) "I didn't even have to kill them all."
B) "Yes, it's been done."
a
Invalid choice. Please enter B: b
You hand over the watch and receive 110 gold in return.
With that, the quest is complete.
You have traveled far to get here, and after all your adventures you feel as if you have only begun the first chapter in this grand new world.
Perhaps there is more to come, but for now, you could really use a nap...
The End
Congrats! You Earned the following title(s) on your Journey:
Bilbo the Life of the Party
...Program finished with exit code 0
Press ENTER to exit console
```