**Analysis of Test Cases for Feature #1: Display Main Menu**

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| **TEST SCENARIO** | **TEST DESCRIPTION** | **TEST VALUE** | **EXPECTED OUTCOME** | **ACTUAL OUTCOME** | **TEST RESULT**  **(P/F)** |
| 1. | Test if the program will react when user enters an alphabet. | Enters “a”. | Error message will be shown.  “Invalid option. Please try again.” | Error message is shown.  “Invalid option. Please try again.” | Pass. |
| 2. | Test if the program will react when user enters a symbol. | Enters “@”. | Error message will be shown.  “Invalid option. Please try again.” | Error message is shown.  “Invalid option. Please try again.” | Pass. |
| 3. | Test if the program will react when user enters an invalid number. | Enters “7”. | Error message will be shown.  “Invalid option. Please try again.” | Error message is shown.  “Invalid option. Please try again.” | Pass. |
| 4. | Test if the program will react when user enters the word of a valid number. | Enters “one”. | Error message will be shown.  “Invalid option. Please try again.” | Error message is shown.  “Invalid option. Please try again.” | Pass. |
| 5. | Test if the program will react when user enters a valid number twice together. | Enters “2 2”. | Error message will be shown.  “Invalid option. Please try again.” | Error message is shown.  “Invalid option. Please try again.” | Pass. |
| 6. | Test if the program will react when user enters a negative number. | Enters “-3”. | Error message will be shown.  “Invalid option. Please try again.” | Error message is shown.  “Invalid option. Please try again.” | Pass. |
| 7a. | Test if the program will react when user enters a valid number. | Enters “1”. | Program proceed to run option 1. A message “Option [1] Read and load maze from file” will be shown. | Program proceed to run option 1. A message “Option [1] Read and load maze from file” is shown. | Pass. |
| 7b. | Test if the program will react when user enters a valid number. | Enters “2”. | Program proceed to run option 2. A message “Option [2] View Maze” will be shown. | Program proceed to run option 2. A message “Option [2] View Maze” is shown. | Pass. |
| 7c. | Test if the program will react when user enters a valid number. | Enters “3”. | Program proceed to run option 3. A message “Option [3] Play maze game” will be shown. | Program proceed to run option 3. A message “Option [3] Play maze game” is shown. | Pass. |
| 7d. | Test if the program will react when user enters a valid number. | Enters “4”. | Program proceed to run option 4. A message “Option [4] Configure current maze” will be shown. The configuration menu will be visible as well. | Program proceed to run option 4. A message “Option [4] Configure current maze” is shown. The configuration menu is shown as well. | Pass. |
| 7e. | Test if the program will react when user enters a valid number. | Enters “0”. | Program proceed to run option 0. Program will stop running and a message “Exit” will be shown. | Program proceed to run option 0. Program stop running and a message “Exit” is shown. | Pass. |

**Justification:**

The results have returned with a 100% passed test cases. (11 Passes, 0 Failed. )