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| Test no | Input | Response | Correct(Y/N) |
| 1. | take | Removes the artifact from the current  room and puts it in the adventurer’s  backpack. | Y |
| 2. | drop | Removes the artifact from the  adventurer’s backpack and places it in the  current room. | Y |
| 3. | Save | Saves the state of the underground to a  text file selected by the user. If the file  already exists, prompt the user to  overwrite the existing file or cancel. | Y |
| 4. | restore | Restores the underground from a  previously saved text file. If the file  doesn’t exist, display an appropriate  message. | Y |
| 5. | inventory | Displays the contents of the adventurer’s  backpack. | Y |