

<u>ID</u>	<u>Test Case Title</u>	<u>Description</u>
1	Config Selection: select-config-type --> pre-defined	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Select Pre-Defined Config' <u>Expected Results:</u> <ul style="list-style-type: none"> - The maze game should load using the default configuration file. <u>Actual Results:</u> <ul style="list-style-type: none"> - The maze game loaded using the default configuration file as expected.
2	Config-Selection: select-config-type --> custom	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' <u>Expected Results:</u> <ul style="list-style-type: none"> - A window confirmation box should appear, confirming if this action was intended <u>Actual Results:</u> <ul style="list-style-type: none"> - A window confirmation box appeared, allowing me to confirm my choice.
3	Config-Generation: custom --> room- quantity --> invalid	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any value other than a positive integer into the text prompt box. <u>Expected Results:</u> <ul style="list-style-type: none"> - I would expect the question to repeat itself until a valid value is supplied. <u>Actual Results:</u> <ul style="list-style-type: none"> - The text prompt reappeared instantly - asking the same question.
4	Config-Generation: custom --> room- quantity --> valid	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box. <u>Expected Results:</u> <ul style="list-style-type: none"> - The next question should appear in the prompt - which should be asking for information on all of the passages for every room. <u>Actual Results:</u> <ul style="list-style-type: none"> - The next question appeared, asking me whether the North passage of room 0 was open.
5	Config-Generation: custom --> loop- rooms --> room- passage --> connecting-room --> invalid	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box. 4.) Enter a value less than 0 OR greater than room quantity OR a non-integer value <u>Expected Results:</u> <ul style="list-style-type: none"> - I would expect the question to repeat itself until a valid value is supplied. <u>Actual Results:</u> <ul style="list-style-type: none"> - The text prompt reappeared instantly - asking the same question.

6	Config-Generation: custom --> loop- rooms --> room- passage --> connecting-room --> valid	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box. 4.) Enter an integer value between 0 and room quantity <u>Expected Results:</u> <ul style="list-style-type: none"> - The next prompt should appear - asking for the direction the passage leads to in the connecting room <u>Actual Results:</u> <ul style="list-style-type: none"> - The prompt appeared, asking the expected question.
7	Config-Generation: custom --> loop- rooms --> room- passage --> connecting-room --> direction --> invaild	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box. 4.) Enter an integer value between 0 and room quantity 5.) Enter any string other than the 4 available directions (North, East, South, West) <u>Expected Results:</u> <ul style="list-style-type: none"> - I would expect the question to repeat itself until a valid value is supplied. <u>Actual Results:</u> <ul style="list-style-type: none"> - The text prompt reappeared instantly - asking the same question.
8	Config-Generation: custom --> loop- rooms --> room- passage --> connecting-room --> direction --> vaild	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box. 4.) Enter an integer value between 0 and room quantity 5.) Enter one of the 4 available directions (North, East, South, West) (case insensitive) <u>Expected Results:</u> <ul style="list-style-type: none"> - I would expect the next question to appear, for the next passage in that room. <u>Actual Results:</u> <ul style="list-style-type: none"> - The prompt appeared, asking the expected question.
9	Config-Generation: custom --> loop- rooms --> threats --> invalid	<u>Steps to Reproduce:</u> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter valid information on the passages for that room. 4.) Try to enter a threat type which is not in the mentioned list. <u>Expected Results:</u> <ul style="list-style-type: none"> - I would expect an alert to appear - informing the user that they entered an invalid threat type <u>Actual Results:</u> <ul style="list-style-type: none"> - The alert appeared, reading - "Invalid threat type - Please try again."

10	<p>Config-Generation: custom --> loop- rooms --> threats --> valid</p>	<p><u>Steps to Reproduce:</u></p> <ol style="list-style-type: none"> 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter valid information on the passages for that room. 4.) Enter a valid threat type mentioned in the list. <p><u>Expected Results:</u></p> <ul style="list-style-type: none"> - The next question should appear - asking for the treasure type in that room. <p><u>Actual Results:</u></p> <ul style="list-style-type: none"> - The prompt appeared, asking the expected question.
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