ID	Test Case Title	Description
1	Config Selection: select-config-type --> pre-defined	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Select Pre-Defined Config' Expected Results: - The maze game should load using the default configuration file. Actual Results: - The maze game loaded using the default configuration file as expected.
2	Config-Selection: select-config-type --> custom	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' Expected Results: - A window confirmation box should appear, confirming if this action was intended Actual Results: - A window confirmation box appeared, allowing me to confirm my choice.
3	Config-Generation: custom --> room-quantity --> invalid	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any value other than a positive integer into the text prompt box. Expected Results: - I would expect the question to repeat itself until a valid value is supplied. Actual Results: - The text prompt reappeared instantly - asking the same question.
4	Config-Generation: custom --> room-quantity --> valid	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box. Expected Results: - The next question should appear in the prompt - which should be asking for information on **all** of the passages for **every** room. Actual Results: - 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	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter a value less than 0 OR greater than room quantity OR a non-integer value Expected Results: - I would expect the question to repeat itself until a valid value is supplied. Actual Results: - The text prompt reappeared instantly - asking the same question.

ID	Test Case Title	Description

6	Config-Generation: custom --> loop-rooms --> room-passage --> connecting-room --> valid	Steps to Reproduce:
		
		  1.) Click 'New Game'
		
		  2.) Click 'Create New Custom Config'
		
		  3.) Enter any positive integer into the text prompt box for room quantity.
		
		  4.) Enter an integer value between 0 and room quantity
		
		Expected Results:
		
		  - The next prompt should appear - asking for the direction the passage leads to in the connecting room
		
		Actual Results:
		
		  - The prompt appeared, asking the expected question.

7	Config-Generation: custom --> loop-rooms --> room-passage --> connecting-room --> direction --> invalid	Steps to Reproduce:
		
		  1.) Click 'New Game'
		
		  2.) Click 'Create New Custom Config'
		
		  3.) Enter any positive integer into the text prompt box for room quantity.
		
		  4.) Enter an integer value between 0 and room quantity
		
		  5.) Enter any string other than the 4 available directions (North, East, South, West)
		
		Expected Results:
		
		  - I would expect the question to repeat itself until a valid value is supplied.
		
		Actual Results:
		
		  - The text prompt reappeared instantly - asking the same question.

8	Config-Generation: custom --> loop-rooms --> room-passage --> connecting-room --> direction --> valid	Steps to Reproduce:
		
		  1.) Click 'New Game'
		
		  2.) Click 'Create New Custom Config'
		
		  3.) Enter any positive integer into the text prompt box for room quantity.
		
		  4.) Enter an integer value between 0 and room quantity
		
		  5.) Enter one of the 4 available directions (North, East, South, West) (case insensitive)
		
		Expected Results:
		
		  - I would expect the next question to appear, for the next passage in that room.
		
		Actual Results:
		
		  - The prompt appeared, asking for information on the next passage.

9	Config-Generation: custom --> loop-rooms --> threats --> invalid	Steps to Reproduce:
		
		  1.) Click 'New Game'
		
		  2.) Click 'Create New Custom Config'
		
		  3.) Enter any positive integer into the text prompt box for room quantity.
		
		  4.) Enter valid information on the passages for that room.
		
		  5.) Try to enter a threat type which is not in the mentioned list.
		
		Expected Results:
		
		  - I would expect an alert to appear - informing the user that they entered an invalid threat type
		
		Actual Results:
		
		  - The alert appeared, reading - "Invalid threat type - Please try again."

ID	Test Case Title	Description
10	Config-Generation: custom --> loop-rooms --> threats --> valid	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter valid information on the passages for that room. 5.) Enter a valid threat type mentioned in the list. Expected Results: - The next question should appear - asking for the treasure type in that room. Actual Results: - The prompt appeared, asking for the treasure type.
11	Config-Generation: custom --> loop-rooms --> treasure --> invalid	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter valid information on the passages for that room. 5.) Enter valid information for the threat in that room. 6.) Try to enter a treasure type other than 'gold' or 'key'. Expected Results: - I would expect an alert to appear - informing the user that they entered an invalid treasure type Actual Results: - The alert appeared, reading - "Invalid treasure type - Please try again."
12	Config-Generation: custom --> loop-rooms --> treasure --> gold	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter valid information on the passages for that room. 5.) Enter valid information for the threat in that room. 6.) Enter treasure type 'gold'. Expected Results: - I would expect the next prompt to ask how much gold. Actual Results: - The prompt appeared, asking for the value in gold.
13	Config-Generation: custom --> loop-rooms --> treasure --> key	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter valid information on the passages for that room. 5.) Enter valid information for the threat in that room. 6.) Enter treasure type 'key'. Expected Results: - If a key has not already been placed, then i would expect the next prompt to ask for information on the next room. Actual Results: - The prompt appeared, asking for the details on the next room.

ID	Test Case Title	Description
14	Config-Generation: custom --> loop-rooms --> treasure --> key --> multiple-keys	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter valid information on the passages for that room. 5.) Enter valid information for the threat in that room. 6.) Enter treasure type 'key'. 7.) Repeat steps 4-6 for the next room. Expected Results: - If the key has already been placed, then i would expect the next prompt to ask for the value of gold instead - as only one key can be placed. Actual Results: - The prompt appeared, asking for the value in gold.
15	Config-Generation: custom --> missing-key-treasure	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter valid information on the passages for that room. 5.) Enter valid information for the threat in that room. 6.) Enter treasure type 'gold'. 7.) Repeat steps 4-6 for the **every** room. Expected Results: - If the treasure type for every room has been set to 'gold', then it should force the user the pick a room to place the key in - replacing the 'gold' treasure in that room. Actual Results: - The prompt appeared, reading - "You have not placed the key for the exit! Which room will the key be in? Enter the RoomID here." **This prompt only accepts values between 0 and room quantity.**

ID	Test Case Title	Description
16	Config-Generation: custom --> set-exit-room --> invalid	Steps to Reproduce: 1.) Click 'New Game' 2.) Click 'Create New Custom Config' 3.) Enter any positive integer into the text prompt box for room quantity. 4.) Enter valid information on the passages for that room. 5.) Enter valid information for the threat in that room. 6.) Enter valid information for the treasure in that room. 7.) Repeat steps 4-6 for the **every** room. 8.) Enter an invalid roomID for the exit passage to be in. ('invalid' classes as either a room with no free passages, or a value outside of the roomID range) Expected Results: - If the entered value was invalid, and couldn't be linked to a room - i would expect to see the same prompt appear - waiting for a valid roomID. - If the entered value was valid, but the room it referenced to had no unused passages - then i would expect to see an alert informing me of this before repeating the prompt. Actual Results: - After entering a non-existent roomID, the prompt simply reappered - asking the same question. - After entering a valid roomID which has all 4 of it's passages in use, i saw the alert which read "That room has no free passages, please choose another.". Before the prompt reappeared asking the same inital question.