

<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.

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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 --> 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 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 --> 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 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 for information on the next passage.
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."

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10	Config-Generation: custom --> loop-rooms --> threats --> valid	<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.) Enter a valid threat type mentioned in the list. <u>Expected Results:</u> <ul style="list-style-type: none"> - The next question should appear - asking for the treasure type in that room. <u>Actual Results:</u> <ul style="list-style-type: none"> - The prompt appeared, asking for the treasure type.
11	Config-Generation: custom --> loop-rooms --> treasure --> 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.) Enter valid information for the threat in that room. 5.) Try to enter a treasure type other than 'gold' or 'key'. <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 treasure type <u>Actual Results:</u> <ul style="list-style-type: none"> - The alert appeared, reading - "Invalid treasure type - Please try again."
12	Config-Generation: custom --> loop-rooms --> treasure --> gold	<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.) Enter valid information for the threat in that room. 5.) Enter treasure type 'gold'. <u>Expected Results:</u> <ul style="list-style-type: none"> - I would expect the next prompt to ask how much gold. <u>Actual Results:</u> <ul style="list-style-type: none"> - The prompt appeared, asking for the value in gold.
13	Config-Generation: custom --> loop-rooms --> treasure --> key	<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.) Enter valid information for the threat in that room. 5.) Enter treasure type 'key'. <u>Expected Results:</u> <ul style="list-style-type: none"> - If a key has not already been placed, then i would expect the next prompt to ask for information on the next room. <u>Actual Results:</u> <ul style="list-style-type: none"> - The prompt appeared, asking for the details on the next room.

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14	Config-Generation: custom --> loop- rooms --> treasure --> key --> multiple-keys	<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 valid information for the threat in that room. 5.) Enter treasure type 'key'. 6.) Repeat steps 3-5 for the next room. <p><u>Expected Results:</u></p> <ul style="list-style-type: none"> - 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. <p><u>Actual Results:</u></p> <ul style="list-style-type: none"> - The prompt appeared, asking for the value in gold.