

QA / Testing Report for Knight of the Road

Tester / QA Lead: Barby

Test Run 1: Invalid Input Issue

Description:

When I typed “maybe” at the first prompt, the game did not treat it as invalid. Instead of asking me to try again, it restarted the introduction text.

Expected Behavior:

The game should display an “invalid input” message and repeat the same question.

Suggested Fix:

Add an `else` statement so the game re-prompts the same question instead of restarting:

```
else {  
    System.out.println("Invalid input. Please type 'yes' or 'no'.");  
    continue;  
}
```

Test Run 2: Accepting Incorrect Responses

Description:

Typing “yes sir” was accepted as a valid “yes” response.

Expected Behavior:

Only the exact words “yes” or “no” should be accepted as valid input.

Suggested Fix:

Use `.equals("yes")` instead of checking for partial matches.

Example:

```
if (response.equals("yes"))
```

Test Run 3: Distance Progression Bug

Description:

Distance increased in unrealistic jumps (for example, from 1500 to 2390 miles). This is likely caused by a line in the code that adds 20,000 miles.

Expected Behavior:

Distance should increase realistically (for example, 300–600 miles per day).

Suggested Fix:

Replace:

```
distanceTraveled += 20000;
```

with a smaller value such as:

```
distanceTraveled += 500;
```

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His is done well before your own, and you chat idly while you finish your meal.
You feel much better after eating.

The radio plays softly as the miles click by.
Do what? (talk to John / take a drink/ eat something / keep driving)
take a drink

You take a refreshing drink from your water bottle.
Your thirst is now 100/100.

You pass into Springfield, Illinois as evening approaches.
Stop for the night, or drive through it? (stop/drive)
drive

You decide to push through the night, determined to make as much progress as possible.
The darkness and monotony of the road weigh heavily on you.
The grating rhythm of John's occasional stumbling only makes it worse.
By the time his rambling turns to snores you notice your eye is twitching.

Day 2 Summary -
Hunger: 100/100, Thirst: 100/100, Distance Traveled: 1520/2,800 miles.
Inventory: { Water Bottle: 1. First Aid Kit: 1. Snacks: 2. Sandwiches: 1. Map: 1. }
Use inventory item? (type item name or 'no')
sandwiches
You eat a sandwich. Hunger increased to 100/100.

Test Run 4: Ending Trigger Logic

Description:

The “Baseball Bat ending” triggers even when player stats do not strongly justify that outcome. The ending seems tied mostly to item presence and distance.

Expected Behavior:

Endings should depend on sanity, friendship, and inventory, not only on a single item.

Suggested Fix:

```
if (inventory.containsKey("Baseball Bat") && hitchSanity < 20) {
    endingKillJohn();
} else if (hitchFriendship > 50) {
    endingPeaceful();
}
```

PROBLEMS 14

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

Run: HitchhikeFinal

```
Day 4 Summary -
Hunger: 100/100, Thirst: 100/100, Distance Traveled: 2390/2,800 miles.
Inventory: { Water Bottle: 1. First Aid Kit: 1. Snacks: 2. Baseball Bat: 1. Map: 1. }
Use inventory item? (type item name or 'no')
no
You chose not to use any items.
Exhaustion pulls insistently at your mind.
John garbles a few sentences in his sleep.
You don't like the words you think you hear.
Eureka, Nevada looms ahead as dawn breaks.

John stretches and rubs his eyes as the first light of dawn filters through the windshield.
"Nearly there now, eh? Just a bit further to Reno."
"Only about -90 miles to go!"
Address his mistake? (yes/no)
yes

You point out that you're headed to new york, not Reno.
You become suddenly aware of the sound of John's breathing.
"What? What are you talking about?" he says, voice tight. "Of course we're going to new york. Why would I say otherwise?"
"I'm not a liar, Andy. Don't make me out to be one."
Something in his tone makes the decision for you; the conversation is not going to continue.

You turn over your interactions so far in your mind.
What is it, really, that is unsettling you about John?
Is it his erratic behavior, strange responses, or something else entirely?
Pick a reason that bothers you most. (behavior / responses / else)
responses

You think about John's strange responses to your questions, the inconsistencies in his story.
It all feels like a puzzle with missing pieces. You wonder what else John might be hiding. And why...

Day 5 Summary -
Hunger: 100/100, Thirst: 100/100, Distance Traveled: 2801/2,800 miles.
Inventory: { Water Bottle: 1. First Aid Kit: 1. Snacks: 2. Baseball Bat: 1. Map: 1. }
Use inventory item? (type item name or 'no')
baseball bat
You grip the baseball bat tightly, feeling a sense of security knowing it's there, accompanied by a rush of nostalgia.

John's eyes glaze over, and he suddenly lunges at you.
He's reached some unseen limit, and he can't be controlled anymore.
You fumble around for the baseball bat you picked up earlier.
His hands begin to close around your throat, and you wind your arm back as much as you can.
Adrenaline pushing your strength to its limits, you swing the bat and connect solidly with his head.
A wet thud echoes through your ears as John tumbles down, face hitting the dirt.
You gasp for breath, heart pounding, unsure whether you've become a murderer.
Have you saved yourself, or just delayed your fate?
You drive away, hands pale with pressure against the steering wheel.
ENDING THREE: Prey Instinct.

Play again? (yes/no)
```

Test Run 5: Destination Input Not Validated

Description:

When I typed “New York City” as my destination, the game continued normally and treated it as “New York, California.” The hitchhiker acts like any response is a valid California destination, even when it clearly isn’t.

Expected Behavior:

The game should either:

- limit destination choices (e.g., “Los Angeles”, “San Francisco”), or
- respond differently if the destination is not in California.

Suggested Fix:

```
if (!(destination.equalsIgnoreCase("Los Angeles") ||
      destination.equalsIgnoreCase("San Francisco") ||
      destination.equalsIgnoreCase("San Diego"))){
```

```
    System.out.println("He frowns. \"That doesn't sound like it's in  
California...\"");  
}
```

Test Run 6: Day Counter Skipping (Day 2 → Day 4)

Description:

In this playthrough, my Day 2 Summary shows. However, the very next summary displayed by the game is “Day 4 Summary” instead of “Day 3 Summary.” Day 3 is never shown on screen, even though the player continues traveling normally.

Expected Behavior:

After the “Day 2 Summary,” the next summary should be labeled “Day 3 Summary.” The day counter should increase by one day at a time as the road trip progresses.

Suggested Fix:

Ensure that `dayCount` is only incremented a single time per in-game day. Remove or relocate the extra `dayCount += 1;` in the section after `distanceTraveled += 870;`, so that the increment occurs **after** the day summary is printed and item use is handled.

Example:

```
distanceTraveled += 870;  
System.out.println("Day " + dayCount + " Summary");  
dayCount += 1; // increment only once, after summary
```

```
PROBLEMS 14 OUTPUT DEBUG CONSOLE TERMINAL PORTS Run: HitchhikeFinal + × ☰ ... | ☰ x

barbyravina@Barbys-MacBook-Air ~ % /usr/bin/env /Library/Java/JavaVirtualMachines/jdk-25.jdk/Contents/Home/bin/java --enable-preview -XX:+5
howCodeDetailsInExceptionMessages -cp /Users/barbyravina/Library/Application\ Support/Code/User/workspaceStorage/2d02ceca4b4f6bc405eaee06dfd4fb13/redha
t.java/jdt_ws/FinalProject_6a5ia/2/bin HitchhikeFinal

The grating rhythm of John's occassional mumbling only makes it worse.
By the time his rambling turns to snores you notice your eye is twitching.

Day 2 Summary -
Hunger: 10/100, Thirst: 80/100, Distance Traveled: 1520/2,800 miles.
Inventory: { Water Bottle: 2. First Aid Kit: 1. Snacks: 3. Sandwiches: 1. Map: 1. }
Use inventory item? (type item name or 'no')
no
You chose not to use any items.
Your empty stomach seems to claw at your insides.

As you approach Wichita, Kansas, the first light of dawn begins to break over the horizon.
The sky is painted in vibrant hues, a stark contrast to the dark haze clouding your mind.
John begins to stir.
"We're making good time," John says. "Only about 1280 miles to go!"
"You know, this is the first vacation I've been on in two decades."
Question this? (yes/no)
yes

You ask why he gave a different reason before.
John's mouth clamps up, hands tightening on his knees.
"Look, Andy, it's rude to interrogate people like that."
"You'd better learn to watch that attitude."

How do you respond? (apologize / stand your ground)
stand your ground

You insist that honesty is important, especially on a long trip like this.
John's dark eyes flash. "You calling me a liar?"
He slams his fist against the dashboard. "You think I owe you something? Think you're better than me, kid!?"

Idle chit-chat gradually picks up, filling the air as you drive.
John suddenly points ahead, at a sign for several stores coming up.
"It says there's a sporting goods store," he says. "Mind if we stop? I could use some supplies. I've got a dog back in New York City and I'd really like to stock up on some tennis balls."
Take a break to shop? (yes/no)
no

You decide to keep moving, not wanting to lose momentum.
John sighs, muttering, "No worries, we can stop later if we need to."
You get the feeling that his mood has darkened slightly, words not seeming genuine.

The rest of the day passes in a molasses-slow drip, another state now behind you.

Day 4 Summary -
Hunger: 10/100, Thirst: 70/100, Distance Traveled: 2420/2,800 miles.
Moab, Utah greets you as the sun begins to dip.
Stop here for the night, or push on? (stop/drive)
```

Test Run 7: Hunger Mechanic Not Affecting Gameplay

Description:

In my playthrough, I repeatedly chose **not** to use any food items. My hunger dropped to 10/100 early in the game, but it stayed there for the rest of the trip even though days passed and I never ate.

Expected Behavior:

If hunger remains low:

- stats should *continue decreasing*
 - player sanity or driving performance should deteriorate
 - encounters should become riskier
 - or the game should force the player to eat or end the run

Basically, the game should push the player to deal with hunger instead of letting them ignore it without penalty.

Suggested Fix:

- Continue decrementing hunger each day (don't let it bottom out at 10).
 - Add consequences when hunger < 20, like:
 - text describing dizziness, anger, or hallucinations
 - reduced sanity
 - forced rest stops
 - altered dialogue with the hitchhiker
 - chance of bad endings

```
if (hunger <= 20) {
    userSanity -= 10;
    System.out.println("Your hunger gnaws at you, making it hard to
focus.");
}

if (hunger <= 0) {
    System.out.println("You black out behind the wheel... GAME
OVER.");
    break;
}
```

```

Day 2 Summary -
Hunger: 10/100, Thirst: 80/100, Distance Traveled: 1520/2,800 miles.
Inventory: { Water Bottle: 2. First Aid Kit: 1. Snacks: 3. Sandwiches: 1. Map: 1. }
Use inventory item? (type item name or 'no')
no
You chose not to use any items.
Your empty stomach seems to claw at your insides.

As you approach Wichita, Kansas, the first light of dawn begins to break over the horizon.
The sky is painted in vibrant hues, a stark contrast to the dark haze clouding your mind.
John begins to stir.
"We're making good time," John says. "Only about 1280 miles to go!"
"You know, this is the first vacation I've been on in two decades."
Question this? (yes/no)
yes

You ask why he gave a different reason before.
John's mouth clamps up, hands tightening on his knees.
"Look, Andy, it's rude to interrogate people like that."
"You'd better learn to watch that attitude."

How do you respond? (apologize / stand your ground)
stand your ground

You insist that honesty is important, especially on a long trip like this.
John's dark eyes flash. "You calling me a liar?"
He slams his fist against the dashboard. "You think I owe you something? Think you're better than me, kid!?"

Idle chit-chat gradually picks up, filling the air as you drive.
John suddenly points ahead, at a sign for several stores coming up.
"It says there's a sporting goods store," he says. "Mind if we stop? I could use some supplies. I've got a dog back in New York City and I'd really like to stock up on some tennis balls."
Take a break to shop? (yes/no)
no

You decide to keep moving, not wanting to lose momentum.
John sighs, muttering, "No worries, we can stop later if we need to."
You get the feeling that his mood has darkened slightly, words not seeming genuine.

The rest of the day passes in a molasses-slow drip, another state now behind you.

Day 4 Summary -
Hunger: 10/100, Thirst: 70/100, Distance Traveled: 2420/2,800 miles.

```

Test Run 8 : Emotional State Not Persisting / Mood Continuity Bug

Description:

When I questioned the hitchhiker and provoked him (he yells and slams his fist), the narrative immediately shifted into calm "*idle chit-chat*" on the next screen.

In a separate test, when I chose **not** to ask him anything, the same "*idle chit-chat*" scene played. So the game treats both aggressive and neutral interactions the same.

Expected Behavior:

If the player **angers** the hitchhiker:

- His emotional state should go on into the next scene.
- The tone should remain tense, hostile, or awkward.
- The narrative should reflect consequences (ex: silent drive, distrust, threats, etc.).

If the player **does not** confront him:

- Idle or relaxed conversation makes sense.

Suggested Fix:

Introduce a variable to track his emotional state, for example:

```
boolean hitchIsAngry = false;
```

Then modify dialogue branches:

```
if (response.equals("yes")) {
    hitchIsAngry = true;
    // angry dialogue
} else {
    // neutral dialogue
}
```

```
if (hitchIsAngry) {
    System.out.println("The tension in the car is thick. John avoids
eye contact as the miles go by.");
} else {
    System.out.println("Idle chitchat gradually picks up.");
}
```

```
PROBLEMS 14 OUTPUT DEBUG CONSOLE TERMINAL PORTS Run: HitchhikeFinal + - ×

barbyravina@Barbys-MacBook-Air ~ % /usr/bin/env /Library/Java/JavaVirtualMachines/jdk-25.jdk/Contents/Home/bin/java --enable-preview -XX:+S-
howCodeDetailsInExceptionMessages -cp /Users/barbyravina/Library/Application Support/Code/User/workspaceStorage/2d02ceca4b4f6bc405eae06dfd4fb13/redhat/jdt_ws/FinalProject_6a51a72/bin Hitchhikefinal
The grating rhythm of John's ocassional mumbling only makes it worse.
By the time his rambling turns to snores you notice your eye is twitching.

Day 2 Summary -
Hunger: 10/100, Thirst: 80/100, Distance Traveled: 1520/2,800 miles.
Inventory: { Water Bottle: 2. First Aid Kit: 1. Snacks: 3. Sandwiches: 1. Map: 1. }
Use inventory item? (type item name or 'no')
no
You chose not to use any items.
Your empty stomach seems to claw at your insides.

As you approach Wichita, Kansas, the first light of dawn begins to break over the horizon.
The sky is painted in vibrant hues, a stark contrast to the dark haze clouding your mind.
John begins to stir.
"We're making good time," John says. "Only about 1280 miles to go!!"
"Y'know, this is the first vacation I've been on in two decades."
Question this? (yes/no)
yes

You ask why he gave a different reason before.
John's mouth clamps up, hands tightening on his knees.
"Look, Andy, it's rude to interrogate people like that."
"You'd better learn to watch that attitude."

How do you respond? (apologize / stand your ground)
stand your ground

You insist that honesty is important, especially on a long trip like this.
John's dark eyes flash. "You calling me a liar?"
He slams his fist against the dashboard. "You think I owe you something? Think you're better than me, kid!?"

Idle chit-chat gradually picks up, filling the air as you drive.
John suddenly points ahead, at a sign for several stores coming up.
"It says there's a sporting goods store," he says. "Mind if we stop? I could use some supplies. I've got a dog back in New York City and I'd really like to stock up on some tennis balls."
Take a break to shop? (yes/no)
no

You decide to keep moving, not wanting to lose momentum.
John sighs, muttering, "No worries, we can stop later if we need to."
You get the feeling that his mood has darkened slightly, words not seeming genuine.

The rest of the day passes in a molasses-slow drip, another state now behind you.

Day 4 Summary -
```

PROBLEMS 14 OUTPUT DEBUG CONSOLE TERMINAL PORTS

Run: HitchhikeFinal + × ☰ ... | ☰

```
barbyravina@Barbys-MacBook-Air ~ % /usr/bin/env /Library/Java/JavaVirtualMachines/jdk-25.jdk/Contents/Home/bin/java --enable-preview -XX:+ShotCodeDetailsInExceptionMessages -cp /Users/barbyravina/Library/Application\ Support/Code/User/workspaceStorage/2d02ceca4b4f6bc405eae06dfd4fb13/redhat.java/jdt_ws/FinalProject_6a51a72/bin HitchhikeFinal
```

Your hunger is now 100/100.

You pass into Springfield, Illinois as evening approaches.
Stop for the night, or drive through it? (stop/drive)
stop

You find a cheap motel and decide to stop for the night.
John seems, as best you can tell, relieved to get out of the car for a while.
Despite the cheap mattress you get a good night's rest, feeling more prepared for the journey ahead.

Day 2 Summary -
Hunger: 100/100, Thirst: 100/100, Distance Traveled: 1020/2,800 miles.
Inventory: { Water Bottle: 2. First Aid Kit: 1. Snacks: 2. Sandwiches: 1. Map: 1. }
Use inventory item? (type item name or 'no')
shoe
shoe
Invalid item or out of stock.
Try another item? (type item name or 'no')
no
You chose not to use any items.

You greet the day in Springfield, Illinois, feeling refreshed.
The sun is shining brightly as you get back on the road towards Kansas.
John turns to you with a grin.
"We're making good time," John says. "Only about 1780 miles to go!"
"I know, this is the first vacation I've been on in two decades."
Question this? (yes/no)
no

You decide not to press him further, agreeing that it's nice he can have time for himself.
John seems appreciative of your response, giving you a small nod.

Idle chit-chat gradually picks up, filling the air as you drive.
John suddenly points ahead, at a sign for several stores coming up.
"It says there's a sporting goods store," he says. "Mind if we stop? I could use some supplies. I've got a dog back in Beijing and I'd really like to s^{tock} up on some tennis balls."
Take a break to shop? (yes/no)
no

You decide to keep moving, not wanting to lose momentum.
John sighs, muttering, "No worries, we can stop later if we need to."
You get the feeling that his mood has darkened slightly, words not seeming genuine.

The rest of the day passes in a molasses-slow drip, another state now behind you.

Day 4 Summary -
Hunger: 100/100, Thirst: 90/100, Distance Traveled: 1920/2,800 miles.
Colorado Springs greets you as the sun begins to dip.
Stop here for the night, or push on? (stop/drive)

Test Run 9: Ending Automatically Restarts Without Prompt

Description:

After reaching **Ending Two: Mercy of the Spider**, the game immediately restarted from the introduction text without asking whether I wanted to play again.

Instead of seeing a replay prompt like:

Play again? (yes/no)

...the game printed the opening narration and continued as if a new session had already begun.

Expected Behavior:

When any ending is reached:

- Display an ending message.
 - Prompt the user: Play again? (yes/no)
 - Only restart if the answer is “yes.”
 - Otherwise, exit gracefully.

Suggested Fix:

Add a replay prompt after the ending, similar to your main loop logic:

```
System.out.println("Play again? (yes/no)");
```

```
String replayResponse = scanner.nextLine().toLowerCase();
replay = replayResponse.equals("yes");
```

Summary of QA Work

As the QA lead, I:

- Ran multiple full playthroughs.
 - Tested normal and incorrect inputs (for example: “maybe,” “yes sir”).
 - Verified inventory and stat changes (hunger, thirst, sanity).
 - Explored different branches and endings.
 - Identified logic errors.
 - Suggested code changes to improve validity and player experience.