

[illegible][illegible]

[illegible][illegible]

[illegible]

g4	zombie room	[input "g", "n"] <move one room north>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" g3	"Moved into room:" g3
g4	zombie room	[input "q", "e"] <move one room east>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g4	zombie room	[input "g", "s"] <move one room south>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g4	zombie room	[input "q", "w"] <move one room west>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g4	zombie room	[input "b"] <check backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
g4	zombie room	[input "b"] <check backpack>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"current items in backpack print"	"current items in backpack print"
g4	zombie room	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."

[illegible]

[illegible][illegible]

[illegible]

[illegible]

c4	bedroom	[input "g", "n"] <move one room north>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" c3	"Moved into room:" c3
c4	bedroom	[input "g", "e"] <move one room east>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
c4	bedroom	[input "g", "s"] <move one room south>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
c4	bedroom	[input "g", "w"] <move one room west>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" b4	"Moved into room:" b4
c4	bedroom	[input "b"] <check backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"

[illegible][illegible]

[illegible]

[illegible]

c2	library	[input "q", "n"] <move one room north>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
c2	library	[input "g", "e"] <move one room east>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" d2	"Moved into room:" d2
c2	library	[input "q", "s"] <move one room south>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" c3	"Moved into room:" c3
c2	library	[input "g", "w"] <move one room west>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
c2	library	[input "b"] <check backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
c2	library	[input "b"] <check backpack>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in backpack print*	*current items in backpack print*
c2	library	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c2	library	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c2	library	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c2	library	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."

[illegible]

f1	dining room	[input "q", "n"] <move one room north>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
f1	dining room	[input "q", "e"] <move one room east>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" g1	"Moved into room:" g1

[illegible]

Zombie Game Testing - Room by Room Results for Each Available User Decision

room address	room type	test [user input] <action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
e2	courtyard	[input "d", "y"] <look down, pick up item>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - ""*item" has been added to your backpack"	"look down and see *item*" - ""*item" has been added to your backpack"
e2	courtyard	[input "d", "n"] <look down, don't pick up item>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*"	"look down and see *item*"
e2	courtyard	[input "d", "y"] <look down, pick up item>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - "Backpack is full, cannot add items"	"look down and see *item*" - "Backpack is full, cannot add items"
e2	courtyard	[input "d", "n"] <look down, don't pick up item>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*"	"look down and see *item*"
g1	kitchen	[input "g", "n"] <move one room north>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g1	kitchen	[input "g", "e"] <move one room east>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g1	kitchen	[input "g", "s"] <move one room south>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g1	kitchen	[input "g", "w"] <move one room west>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" f1	"Moved into room:" f1
g1	kitchen	[input "b"] <check backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
g1	kitchen	[input "b"] <check backpack>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in backpack print*	*current items in backpack print*
g1	kitchen	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g1	kitchen	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g1	kitchen	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g1	kitchen	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g1	kitchen	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
g1	kitchen	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
g1	kitchen	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
g1	kitchen	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
g1	kitchen	[input "r", "1"] <drop item 1 from backpack>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g1	kitchen	[input "r", "2"] <drop item 2 from backpack>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g1	kitchen	[input "r", "3"] <drop item 3 from backpack>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g1	kitchen	[input "r", "4"] <drop item 4 from backpack>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g1	kitchen	[input "d", "y"] <look down, pick up item>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see nothing"	"look down and see nothing"
g1	kitchen	[input "d", "n"] <look down, don't pick up item>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see nothing"	"look down and see nothing"
g1	kitchen	[input "d", "y"] <look down, pick up item>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - ""*item" has been added to your backpack"	"look down and see *item*" - ""*item" has been added to your backpack"
g1	kitchen	[input "d", "n"] <look down, don't pick up item>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*"	"look down and see *item*"
g1	kitchen	[input "d", "y"] <look down, pick up item>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - "Backpack is full, cannot add items"	"look down and see *item*" - "Backpack is full, cannot add items"
g1	kitchen	[input "d", "n"] <look down, don't pick up item>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*"	"look down and see *item*"
g1	kitchen	[input "o"] <empty backpack contents into oven>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Wrong items for oven!"	"Wrong items for oven!"
g1	kitchen	[input "o"] <empty backpack contents into oven>	nothing on floor	full, but wrong items for recipe	N/A, not a hallway	N/A, not a hallway	"Wrong items for oven!"	"Wrong items for oven!"
g1	kitchen	[input "o"] <empty backpack contents into oven>	nothing on floor	full, correct recipe items	N/A, not a hallway	N/A, not a hallway	"You baked tuna-fish casserole!"	"You baked tuna-fish casserole!"
b1	hallway	[input "g", "n"] <move one room north>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Ran into a wall"	"Ran into a wall"
b1	hallway	[input "g", "e"] <move one room east>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" c1	"Moved into room:" c1
b1	hallway	[input "g", "s"] <move one room south>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" b2	"Moved into room:" b2
b1	hallway	[input "g", "w"] <move one room west>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" a1	"Moved into room:" a1
b1	hallway	[input "b"] <check backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty"	"Backpack is empty"
b1	hallway	[input "b"] <check backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	*current items in backpack print*	*current items in backpack print*
b1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
b1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
b1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
b1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
b1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item*"	"you have dropped *item*"

Zombie Game Testing - Room by Room Results for Each Available User Decision

room address	room type	test [user input] <action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
b1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
b1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
b1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
b1	hallway	[input "r", "1"] <drop item 1 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
b1	hallway	[input "r", "2"] <drop item 2 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
b1	hallway	[input "r", "3"] <drop item 3 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
b1	hallway	[input "r", "4"] <drop item 4 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
b1	hallway	[input "d", "y"] <look down, pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
b1	hallway	[input "d", "n"] <look down, don't pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
b1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item" - "*item" has been added to your backpack"	"look down and see *item" - "*item" has been added to your backpack"
b1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item"	"look down and see *item"
b1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item" - "Backpack is full, cannot add items"	"look down and see *item" - "Backpack is full, cannot add items"
b1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item"	"look down and see *item"
b1	hallway	[input "s"] <check shelf>	nothing on floor	full	empty	not made	"shelf is empty"	"shelf is empty"
b1	hallway	[input "s", "y"] <check shelf>	nothing on floor	full	empty	casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"
b1	hallway	[input "s", "n"] <check shelf>	nothing on floor	full	empty	casserole made	"You did not place casserole on the shelf."	"You did not place casserole on the shelf."
b1	hallway	[input "s"] <check shelf>	nothing on floor	full	casserole on shelf	casserole made	"There is already casserole on this shelf"	"There is already casserole on this shelf"
b1	hallway	[input "s", "y"] <check shelf>	nothing on floor	full	empty (and is last of the 7 shelves to put casserole on)	casserole made	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
c1	hallway	[input "g", "n"] <move one room north>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Ran into a wall"	"Ran into a wall"
c1	hallway	[input "g", "e"] <move one room east>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" d1	"Moved into room:" d1
c1	hallway	[input "g", "s"] <move one room south>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Ran into a wall"	"Ran into a wall"
c1	hallway	[input "q", "w"] <move one room west>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" b1	"Moved into room:" b1
c1	hallway	[input "b"] <check backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty"	"Backpack is empty"
c1	hallway	[input "b"] <check backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	*current items in backpack print"	*current items in backpack print"
c1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
c1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
c1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
c1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
c1	hallway	[input "r", "1"] <drop item 1 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
c1	hallway	[input "r", "2"] <drop item 2 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
c1	hallway	[input "r", "3"] <drop item 3 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
c1	hallway	[input "r", "4"] <drop item 4 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
c1	hallway	[input "d", "y"] <look down, pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
c1	hallway	[input "d", "n"] <look down, don't pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
c1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item" - "*item" has been added to your backpack"	"look down and see *item" - "*item" has been added to your backpack"

Zombie Game Testing - Room by Room Results for Each Available User Decision

room address	room type	test [user input] <action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
c1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item""	"look down and see *item""
c1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item"" - "Backpack is full, cannot add items"	"look down and see *item"" - "Backpack is full, cannot add items"
c1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item""	"look down and see *item""
c1	hallway	[input "s"] <check shelf>	nothing on floor	full	empty	not made	"shelf is empty"	"shelf is empty"
c1	hallway	[input "s", "y"] <check shelf>	nothing on floor	full	empty	casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"
c1	hallway	[input "s", "n"] <check shelf>	nothing on floor	full	empty	casserole made	"You did not place casserole on the shelf."	"You did not place casserole on the shelf."
c1	hallway	[input "s"] <check shelf>	nothing on floor	full	casserole on shelf	casserole made	"There is already casserole on this shelf"	"There is already casserole on this shelf"
c1	hallway	[input "s", "y"] <check shelf>	nothing on floor	full	empty (and is last of the 7 shelves to put casserole on)	casserole made	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
d1	hallway	[input "g", "n"] <move one room north>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Ran into a wall"	"Ran into a wall"
d1	hallway	[input "g", "e"] <move one room east>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" e1	"Moved into room:" e1
d1	hallway	[input "g", "s"] <move one room south>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" d2	"Moved into room:" d2
d1	hallway	[input "g", "w"] <move one room west>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" c1	"Moved into room:" c1
d1	hallway	[input "b"] <check backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty"	"Backpack is empty"
d1	hallway	[input "b"] <check backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	*current items in backpack print*	*current items in backpack print*
d1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
d1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
d1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
d1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
d1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item""	"you have dropped *item""
d1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item""	"you have dropped *item""
d1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item""	"you have dropped *item""
d1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item""	"you have dropped *item""
d1	hallway	[input "r", "1"] <drop item 1 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
d1	hallway	[input "r", "2"] <drop item 2 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
d1	hallway	[input "r", "3"] <drop item 3 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
d1	hallway	[input "r", "4"] <drop item 4 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
d1	hallway	[input "d", "y"] <look down, pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
d1	hallway	[input "d", "n"] <look down, don't pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
d1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item"" - ""*item" has been added to your backpack"	"look down and see *item"" - ""*item" has been added to your backpack"
d1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item""	"look down and see *item""
d1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item"" - "Backpack is full, cannot add items"	"look down and see *item"" - "Backpack is full, cannot add items"
d1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item""	"look down and see *item""
d1	hallway	[input "s"] <check shelf>	nothing on floor	full	empty	not made	"shelf is empty"	"shelf is empty"
d1	hallway	[input "s", "y"] <check shelf>	nothing on floor	full	empty	casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"
d1	hallway	[input "s", "n"] <check shelf>	nothing on floor	full	empty	casserole made	"You did not place casserole on the shelf."	"You did not place casserole on the shelf."
d1	hallway	[input "s"] <check shelf>	nothing on floor	full	casserole on shelf	casserole made	"There is already casserole on this shelf"	"There is already casserole on this shelf"
d1	hallway	[input "s", "y"] <check shelf>	nothing on floor	full	empty (and is last of the 7 shelves to put casserole on)	casserole made	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
e1	hallway	[input "g", "n"] <move one room north>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Ran into a wall"	"Ran into a wall"
e1	hallway	[input "g", "e"] <move one room east>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" f1	"Moved into room:" f1
e1	hallway	[input "g", "s"] <move one room south>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" e2	"Moved into room:" e2
e1	hallway	[input "g", "w"] <move one room west>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" d1	"Moved into room:" d1
e1	hallway	[input "b"] <check backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty"	"Backpack is empty"

Zombie Game Testing - Room by Room Results for Each Available User Decision

room address	room type	test [user input] <action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
e1	hallway	[input "b"] <check backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"current items in backpack print"	"current items in backpack print"
e1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
e1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
e1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
e1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
e1	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
e1	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
e1	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
e1	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
e1	hallway	[input "r", "1"] <drop item 1 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
e1	hallway	[input "r", "2"] <drop item 2 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
e1	hallway	[input "r", "3"] <drop item 3 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
e1	hallway	[input "r", "4"] <drop item 4 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
e1	hallway	[input "d", "y"] <look down, pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
e1	hallway	[input "d", "n"] <look down, don't pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
e1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item" - ""item" has been added to your backpack"	"look down and see *item" - ""item" has been added to your backpack"
e1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item"	"look down and see *item"
e1	hallway	[input "d", "y"] <look down, pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item" - "Backpack is full, cannot add items"	"look down and see *item" - "Backpack is full, cannot add items"
e1	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item"	"look down and see *item"
e1	hallway	[input "s"] <check shelf>	nothing on floor	full	empty	not made	"shelf is empty"	"shelf is empty"
e1	hallway	[input "s","y"] <check shelf>	nothing on floor	full	empty	casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"
e1	hallway	[input "s","n"] <check shelf>	nothing on floor	full	empty	casserole made	"You did not place casserole on the shelf."	"You did not place casserole on the shelf."
e1	hallway	[input "s"] <check shelf>	nothing on floor	full	casserole on shelf	casserole made	"There is already casserole on this shelf"	"There is already casserole on this shelf"
e1	hallway	[input "s","y"] <check shelf>	nothing on floor	full	empty (and is last of the 7 shelves to put casserole on)	casserole made	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
f2	hallway	[input "g", "n"] <move one room north>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" f1	"Moved into room:" f1
f2	hallway	[input "g", "e"] <move one room east>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Ran into a wall"	"Ran into a wall"
f2	hallway	[input "g", "s"] <move one room south>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" f3	"Moved into room:" f3
f2	hallway	[input "g", "w"] <move one room west>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" e2	"Moved into room:" e2
f2	hallway	[input "b"] <check backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty"	"Backpack is empty"
f2	hallway	[input "b"] <check backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"current items in backpack print"	"current items in backpack print"
f2	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
f2	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
f2	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
f2	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
f2	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
f2	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
f2	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
f2	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item"	"you have dropped *item"
f2	hallway	[input "r", "1"] <drop item 1 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"
f2	hallway	[input "r", "2"] <drop item 2 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item" in this room"	"cannot drop item in this room. Already *item" in this room"

[illegible]

Zombie Game Testing - Room by Room Results for Each Available User Decision

room address	room type	test [user input] <action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
f3	hallway	[input "s"] <check shelf>	nothing on floor	full	casserole on shelf	casserole made	"There is already casserole on this shelf"	"There is already casserole on this shelf"
f3	hallway	[input "s","y"] <check shelf>	nothing on floor	full	empty (and is last of the 7 shelves to put casserole on)	casserole made	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
g3	hallway	[input "g", "n"] <move one room north>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" g2	"Moved into room:" g2
g3	hallway	[input "g", "e"] <move one room east>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Ran into a wall"	"Ran into a wall"
g3	hallway	[input "g", "s"] <move one room south>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" g4	"Moved into room:" g4
g3	hallway	[input "g", "w"] <move one room west>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Moved into room:" f3	"Moved into room:" f3
g3	hallway	[input "b"] <check backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty"	"Backpack is empty"
g3	hallway	[input "b"] <check backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	*current items in backpack print*	*current items in backpack print*
g3	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g3	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g3	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g3	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
g3	hallway	[input "r", "1"] <drop item 1 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item**"	"you have dropped *item**"
g3	hallway	[input "r", "2"] <drop item 2 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item**"	"you have dropped *item**"
g3	hallway	[input "r", "3"] <drop item 3 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item**"	"you have dropped *item**"
g3	hallway	[input "r", "4"] <drop item 4 from backpack>	nothing on floor	full	empty- casserole not made	empty- casserole not made	"you have dropped *item**"	"you have dropped *item**"
g3	hallway	[input "r", "1"] <drop item 1 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g3	hallway	[input "r", "2"] <drop item 2 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g3	hallway	[input "r", "3"] <drop item 3 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g3	hallway	[input "r", "4"] <drop item 4 from backpack>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
g3	hallway	[input "d", "y"] <look down, pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
g3	hallway	[input "d", "n"] <look down, don't pick up item>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"
g3	hallway	[input "d", "y"] <look down, pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item**" - ""*item* has been added to your backpack"	"look down and see *item**" - ""*item* has been added to your backpack"
g3	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item**"	"look down and see *item**"
g3	hallway	[input "d", "y"] <look down, pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item**" - "Backpack is full, cannot add items"	"look down and see *item**" - "Backpack is full, cannot add items"
g3	hallway	[input "d", "n"] <look down, don't pick up item>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item**"	"look down and see *item**"
g3	hallway	[input "s"] <check shelf>	nothing on floor	full	empty	not made	"shelf is empty"	"shelf is empty"
g3	hallway	[input "s","y"] <check shelf>	nothing on floor	full	empty	casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"
g3	hallway	[input "s","n"] <check shelf>	nothing on floor	full	empty	casserole made	"You did not place casserole on the shelf."	"You did not place casserole on the shelf."
g3	hallway	[input "s"] <check shelf>	nothing on floor	full	casserole on shelf	casserole made	"There is already casserole on this shelf"	"There is already casserole on this shelf"
g3	hallway	[input "s","y"] <check shelf>	nothing on floor	full	empty (and is last of the 7 shelves to put casserole on)	casserole made	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"