ZUIIIDIE		ing - Room by Room Results for Lac						
room	room	test [user input] <action></action>	floor state		shelf state	casserole state	expected outcome	observed outcome
address d4	foyer	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	state empty	(hallways only) N/A, not a hallway	(hallways only) N/A, not a hallway	"Moved into room:" d3	"Moved into room:" d3
					N/A, not a hallway			
d4	foyer	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty		N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
d4	foyer	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
d4	foyer	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
d4	foyer	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
d4	foyer	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in backpack print*	*current items in backpack print*
d4	foyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
u <del>-r</del>	loyer	[input 1, 1] Curop item 1 from backpack>	nouning on noor	cripty	N/A, Hot a Hallway	TVA, HOL a Hallway	Nothing to drop."	Nothing to drop."
d4	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
۵.	.0,0.	[par 1 ; 2 ] tarep nem 2 nem basiquesis	nouning on noon	opty	Turi, not a namay	Turi, not a namay	Nothing to drop."	Nothing to drop."
d4	foyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
	,	[			,	,	Nothing to drop."	Nothing to drop."
d4	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
			ŭ	, ,			Nothing to drop."	Nothing to drop."
d4	foyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
							*item*"	*item*"
d4	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
							*item*"	*item*"
d4	foyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
							*item*"	*item*"
d4	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
	_						*item*"	*item*"
d4	foyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
							this room"	this room"
d4	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
								room. Already *item* in
-1.4	4	Conset Hall HOUR store Store O for on heading also		6	NI/A mak a ballomi	NI/A mak a ballioner	this room"	this room"
d4	foyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	TUII	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
44	farras	Const IIII II III II III III III III III II		411	NI/A mot a hallway	NI/A mat a halling.	this room"	this room"
d4	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	Iuli	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in	"cannot drop item in this room. Already *item* in
							this room"	this room"
d4	fover	[input "d" "v"] slook down nick up itoms	nothing on floor	omnt.	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
u4	foyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, 110 SHEII III TOOIII	N/A, 110 SHEII III 100III	nothing"	nothing"
d4	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
u <del>-r</del>	loyer	item>	nouning on noor	empty	N/A, 110 SHEII III TOOIII	TV/A, 110 SHEII III TOOIII	nothing"	nothing"
d4	foyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	emnty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
<b>u</b> -1	loyer	[input a , y ] clook down, plok up home	something on hoor	Ciripty	1471, no onen miroom	1474, 110 311011 111 100111	*item*" - "*item* has	*item*" - "*item* has
							been added to your	been added to your
							backpack"	backpack"
d4	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
	,	item>			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,	*item*"	*item*"
d4	foyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
	.,	7 7 7	3		,	. ,	*item*" - "Backpack is	*item*" - "Backpack is
							full, cannot add items"	full, cannot add items"
d4	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
		item>					*item*"	*item*"
d3	foyer	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" d2	"Moved into room:" d2
d3	foyer	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
d3	foyer	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" d4	"Moved into room:" d4
d3	foyer	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
d3	foyer	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
d3	foyer	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
							backpack print*	backpack print*
d3	foyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
							Nothing to drop."	Nothing to drop."
d3	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
10		F			N/A / 1 "	N/A	Nothing to drop."	Nothing to drop."
d3	foyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
40	fa	Consult Hall HAll) salmon its see A from the set	mathing or floor		NI/A not a hall	NI/A mot a halloware	Nothing to drop."	Nothing to drop."
d3	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
43	fovor	[input "r" "1"] -drop itom 1 from books ask	nothing on floor	full	N/A not a hallway	N/A not a ballway	Nothing to dropped	Nothing to dropped
d3	foyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
d3	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
uo	.5,0.	[pat 1 , 2 ] salop item 2 from backpacks	ouming on noon	, un	Hot a nanway	, r, not a nanway	*item*"	*item*"
d3	foyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
30	.5,01	[put 1, 0] talop helifo holif backbacks		·an	, ., not a nanway	, ., not a nanway	*item*"	*item*"
d3	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
			J				*item*"	*item*"
d3	foyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
							this room"	this room"
d3	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
							this room"	this room"
d3	foyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
							this room"	this room"
d3	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
							this room"	this room"
d3	foyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
							nothing"	nothing"

tables to pure proof of "in" state Appearance or profing in flow or pr	Zonible		ing - Room by Room Results for Lac						
to flyor (page 17", 17") closed seem, protect personnel of the personnel o	room	room	test [user input] <action></action>	floor state	•		casserole state	expected outcome	observed outcome
Expert Service Control of Service Serv			[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td></td><td></td><td></td><td>"look down and see</td><td>"look down and see</td></look>	nothing on floor				"look down and see	"look down and see
by Pipes 17, 17] close does not not post up to semanting on floor and semanting on floor an	40	.0,0.		nouning on noon	opt,	1474, 110 011011 111 100111	1474, 110 011011 111 100111		
to byer [reput 51] "I"] -food does, pick as items commonly an item of the pick	d3	foyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
to the part of the part of the comment of the part of									
See Sept. 1994 17. 17. Hook down, complex parts of the section of									
sign style (impact 51 yr) does down, pick upthered by the search of the	d3	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td></td><td></td></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
The second of th									
The state of the s	d3	foyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room		
Signate of the plant of the pla									
year party "in" of encourage control membra on froor or party "in" of party "in" of encourage control membra on froor or party "in" of encourage control membra on froor or party "in" of encourage control membra on froor or party "in" of encourage control membra of froor or party "in" of encourage control membra of froor or party "in" of encourage control membra of froor or entrol membra of froor entrol membra o	d3	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td></td><td></td></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room		
till blyer propt of the first concerned and a section of the control of the contr			item>					*item*"	*item*"
de la viger (popul 1); 1º Johnson to combing on floor empty (1) and the property of the proper	d2	foyer		nothing on floor	empty		N/A, not a hallway	"Moved into room:" d1	"Moved into room:" d1
tower plant of "yell-recker templates" and ship of the plant of "yell-recker templates	d2								
tiged for the subspaces.  The subspace is prough. The character subspaces.  The subspace is the subspace of the th									
tight of the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the part of the part of the part of the package and the part of the p									
system   Input 1", "1"] -dopp imm if from backpacks   nothing on floor   empty   NA, not a hallway   NA, n	d2								
toyer   input ''. '2" -drop item 2 from backgadds   nothing on floor   empty   NA, not a hallway   NA, not									
toyer   (input Y, '2') -drop item 2 from badgeado-   2	d2	toyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a naliway		
tower street of the street of	d2	fover	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A. not a hallway		
for the proof of t				Ŭ	' '				Nothing to drop."
foyer [sput '1', '4]' cdop item a from backgacks on onling on floor bull NA, not a hallway NA, not a h	d2	foyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway		
keining to drop.**  Nohining t	40	four	[input "r" "4"] adrop itom 4 from bookpooks	nothing on floor	omntv	N/A not a hallway	N/A not a hallway		
toyer [input '1', '1'] -doop term 2 from backpades nothing on floor bull NA, not a hallway NA, not a h	u2	loyer	[input 1, 4] < drop tiem 4 from backpack>	nothing on noor	empty	N/A, not a natiway	N/A, not a naliway		
toyer [Input "r", "2"] -drop item 2 from backpack on onthing on floor full NA, not a hallway NA, not a	d2	foyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway		
tem"   "lear"   "lear				•					*item*"
floyer [Input 'f', "3"] -drop item 1 from backpacks on chining on floor full NA, not a hallway NA, not a hallway you have dropped flower? Something on floor full NA, not a hallway NA, not a hallway you have dropped flower? You have dropped you have dropped you have dropped flower? The chining of floor full NA, not a hallway NA, not a hallway you have dropped flower? Something on floor full NA, not a hallway NA, not a hallway you have dropped yo	d2	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway		
figner 1", "1", "3", and pitem 4 from backgacks of loyer [input "1", "2"] adrop item 1 from backgacks something on floor full NA, not a hallway NA, not a ha	42	fover	[input "r" "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A not a hallway	N/A not a hallway		
figer   Input 1", "1"] -drop item 1 from backpacks   something on floor   full   NA, not a hallway   NA, not a hallway   connot dop item in this room. Already "frem" in this room. Already "frem" in this room   connot dop item in this room. Already "frem" in this room   connot dop item in this room. Already "frem" in this room   connot dop item in this room. Already "frem" in this room   connot dop item in this room   connot dop item in this room. Already "frem" in this room   connot dop item in this room   connot already "frem" in this room	uz	loyer	[input 1, 3] carop item 5 irom backpack	nothing on noor	Tuli	14/A, Hot a Hallway	N/A, not a nailway		
foyer [input "r", "1"] -drop item 1 from backpacks something on floor full NA, not a hallway NA, not a hallway nom. Already "item" in this room" and the something on floor full NA, not a hallway NA, not a hallway name to make a fine to make the something on floor full NA, not a hallway name to make the firm" "Backpack is frem" "Backpack is empty. NA, not a hallway name to make the make the something on floor full NA, not a hallway name to make the	d2	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway		"you have dropped
foyer [input "r", "2"] -drop item 2 from backpacks something on floor full NA, not a hallway NA, not a hallway name of the fore in this room and the food of the interior of the food of t	10	,		4.		N1/A	A1/A		
this room is room. I cannot drop item in this room. Already "item" in this	d2	toyer	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	tuli	N/A, not a hallway	N/A, not a nallway		
foyer [input "r", "3"] -drop item 3 from backpacks something on floor full NA, not a hallway reached from this room. Already "item" in this room. Already "item"									•
this room." this room." this room." cannot drop item in this room. Already "item" in this room. Already	d2	foyer	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		
foyer [input "r", "4"] cdrop item 3 from backpacks foyer [input "r", "4"] cdrop item 4 from backpacks foyer [input "d", "y"] clook down, pick up items from floor items from flo									
foyer [input "r", "4"] -drop tiem 4 from backpacks omething on floor full NA, not a hallway NA, not a hallway NA, not a hallway now. Aready "tiem" in this room" cannot drop tiem in this room" cannot drop tiem in this room. Aready "tiem" in this room" cannot drop tiem in this room. Aready "tiem" in this room" cannot drop tiem in this room. Aready "tiem" in this room" cannot drop tiem in this room. Aready "tiem" in this room" cannot drop tiem in this room. Aready "tiem" in this room" cannot drop tiem in this room. Aready "tiem" in this room" cannot drop tiem in this room. Aready "tiem" in this room" cannot drop tiem in this room. Aready "tiem" in this room. Aready "tiem" in this room. Aready "tiem" in this room. Aready tiem" in this room. Are	-10		Figure Hall HOUZ along items O forms harden and		60	NI/A b - Ib	NI/A		
this room* this room* from this room* from Already frem* in this room* flow down and see nothing* floyer flipput "d", "n"] -dook down, don't pick up items flow flow frem* in this room* flow down and see nothing* flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flow flipput "d", "p"] -dook down, pick up items flow flipput "d", "p"] -dook down, pick up items flow flipput "d", "p"] -dook down, pick up items flow flipput "d", "p"] -dook down, pick up items flow flipput "d", "p"] -dook down, pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up items flipput "d", "p"] -dook down, don't pick up it	d2	toyer	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	tuli	N/A, not a hallway	N/A, not a nallway		
foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, don't pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, pick up item>  foyer [input "d", "y"] -dook down, don't pick up item items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  foyer [input "d", "y"] -dook down, don't pick up items  f									
this room 'his room' his r	d2	foyer	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		
toyer [input "d", "n"] -klook down, pick up items onthing on floor empty MA, no shelf in room NA, no shelf in room nothing on nothing on floor empty NA, no shelf in room NA, no shelf in room NA, no shelf in room nothing on nothing on nothing on nothing on the property of the property o								room. Already *item* in	room. Already *item* in
d2 foyer [input "d", "n"] -dook down, don't pick up items	40	form	Const Hall Hall Jook down night up itoms	mathing on flags		NI/A no obolé in room	NI/A was abolf in your		
foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  2 foyer [input "d", "n"] -look down, don't pick up items  3 follow of the look down, don't pick up items  4	u2	loyei	[input a, y] <100k down, pick up item>	nothing on noor	empty	N/A, NO SHEII III TOOM	N/A, NO SHEII III IOOIII		
d2 foyer [input "d", "n"] -look down, pick up items  d2 foyer [input "d", "n"] -look down, don't pick up items  d3 foyer [input "d", "n"] -look down, don't pick up items  d4 foyer [input "d", "n"] -look down, don't pick up items  d5 foyer [input "d", "n"] -look down, pick up items  d6 foyer [input "d", "n"] -look down, pick up items  d7 foyer [input "d", "n"] -look down, pick up items  d8 foyer [input "d", "n"] -look down, pick up items  d8 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down, pick up items  d9 foyer [input "d", "n"] -look down and see "item"  d1 fook down and see "item"  d2 foyer [input "d", "n"] -look down, don't pick up items leave the pick pick pick pick pick pick pick pick	d2	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td></td><td></td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
d2 foyer [input "d", "n"] -look down, don't pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, pick up items d2 foyer [input "d", "n"] -look down, don't pick up something on floor full for full full for full full full full full full full ful									
d2 foyer [input "d", "n"] -clook down, don't pick up item> something on floor full N/A, no shelf in room N/A,	d2	foyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
d2 foyer [input "d", "n"] <look "backpack="" "d",="" "items"="" "n"]="" -="" <look="" [input="" a,="" add="" and="" backpack="" cannot="" d2="" don't="" down="" down,="" floor="" foyer="" full="" full,="" full,<="" in="" is="" items="" items"="" letters"="" look="" must="" n="" no="" on="" pick="" room="" see="" shelf="" something="" td="" up=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></look>									
foyer [input "d", "n"] <look "d",="" "n"]="" 2="" 5="" <look="" [input="" a,="" don't="" down,="" floor="" foyer="" full="" in="" items="" mething="" n="" n<="" no="" nothing="" on="" pick="" room="" shelf="" td="" up=""  =""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></look>									
foyer [input "d", "y"] <look down,="" item="" pick="" up=""> something on floor full N/A, no shelf in room "look down and see "liem" "Backpack is full, cannot add items" "look down and see "liem" "Backpack is full, cannot add items" "look down and see "liem" "look</look>	d2	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td></td><td></td></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
figure for a figure for a fill of the fill									
full, cannot add items" flook down and see fitem" full, cannot add items" flook down and see fitem" full, cannot add items" flook down and see fitem" flow down and see fitem' flook down an	d2	toyer	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	TUII	IN/A, no shelf in room	IN/A, no shelf in room		
foyer [input "d", "n"] -clook down, don't pick up item" something on floor full N/A, no shelf in room linput "g", "n"] -clook down and see "lock and to the part on t									
a1 zombie room [input "g", "n"] <move north="" one="" room=""> nothing on floor empty nothing not empty no</move>	d2	foyer	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
a1 zombie room [input "g", "e"] <move east="" one="" room=""> nothing on floor empty nothing on floor empty N/A, not a hallway N/A, not</move>			item>					*item*"	*item*"
a1 zombie room [input "g", "s"] <move one="" room="" south=""> nothing on floor empty nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway "Ran into a wall" "Ran into a wall"</move>	a1								
a1 zombie room [input "g", "w"] <move one="" room="" west=""> nothing on floor empty N/A, not a hallway N/A, not a ha</move>	a1								
a1 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" backpack print" backpack print" backpack print" backpack print" backpack print p</check>			1						
a1 zombie room [input "b"] < check backpack> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway backpack print" backpack print print", "4"] <drop 3="" backpack="" from="" item=""> nothing on floor full backpack print" backpack print print" backpack print print" backpack print print" print" print", "4"] <drop 4="" backpack="" from="" item="" pr<="" print="" print"="" td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></drop></drop>									
20mbie room [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not</drop>	a1								
a1 zombie room [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, n</drop>									backpack print*
a1 zombie room [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway Backpack is empty. Nothing to drop." Backpack is empty. Nothing to drop." Nothing t</drop>	a1	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway		
a1 zombie room [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, n</drop>	a1	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway		
a1 zombie room [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway Backpack is empty. Nothing to drop."  a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway N/A, not a hallway Backpack is empty. Nothing to drop." Nothing to drop.</drop></drop>		_0510 100111		g on noor	Jpty	i, not a namay	. J. i, a Hallway		
a1 zombie room [input "r", "4"] <drop "1"]="" "2"]="" "3"]="" "4"]="" "r",="" "tem""="" "you="" 1="" 2="" 3="" 4="" <drop="" [input="" a="" a,="" a1="" a2="" backpack="" backpacks="" drop."="" dropped="" empty="" empty.="" floor="" from="" full="" hallway="" have="" have<="" is="" item="" n="" not="" nothing="" on="" room="" td="" to="" zombie=""><td>a1</td><td>zombie room</td><td>[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop></td><td>nothing on floor</td><td>empty</td><td>N/A, not a hallway</td><td>N/A, not a hallway</td><td>"Backpack is empty.</td><td>"Backpack is empty.</td></drop>	a1	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
Nothing to drop."  a1 zombie room [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "item" "tiem" "you have dropped "tom" "tiem" "you have dropped "tom" "tiem" "you have dropped "tiem" "tiem" "you have dropped "tiem" "tiem" "you have dropped "tiem" "tiem" "you have dropped "item" "tiem" "  a1 zombie room [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "tiem" "tiem" "tiem" "  a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have dropped "tiem" "tiem" "tiem" "tiem" "tiem" "you have dropped "tiem" "tiem"</drop></drop></drop>	-4		Florest Hall HAll John M.	and the same of		NI/A   -  -  -  -  -  -  -  -  -  -  -  -  -	N/A		
a1 zombie room [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "item" "item" " a1 zombie room [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "item" "item" " a1 zombie room [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "item" "item" " a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "item" "item" " a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have d</drop></drop></drop></drop></drop>	a1	zombie room	[input "r", "4"] < drop item 4 from backpack>	nothing on floor	empty	N/A, not a nallway	IN/A, not a nallway		
*item*"  a1 zombie room [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "tiem" "item""  a1 zombie room [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "item" "item" at tiem" "  a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "you have dr</drop></drop></drop>	a1	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway		
*item*" *item*" a1 zombie room [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway "you have dropped "item*" *item*" a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have dropped" 'you have dropped "you have dropped"</drop></drop>				•				*item*"	*item*"
a1 zombie room [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have dropped "titem" "item" a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have dropped" "item" "item"</drop></drop>	a1	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway		
*item*" *item*" a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have dropped"</drop>	a1	zombie room	[input "r" "3"] <drop 3="" backpacks<="" from="" item="" td=""><td>nothing on floor</td><td>full</td><td>N/A not a hallway</td><td>N/A not a hallway</td><td></td><td></td></drop>	nothing on floor	full	N/A not a hallway	N/A not a hallway		
a1 zombie room [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped" you have dropped"</drop>	<b>4</b> 1	Lambia 100ill	[pac 1 , 0 ] carep hem o nom backpacks		, an	, not a nanway	Hot a naliway		
*item*" *item*"	a1	zombie room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
								*item*"	*item*"

room	room	test [user input] <action></action>	floor state		shelf state	casserole state	expected outcome	observed outcome
address	type	[input "r" "1"] -drop itom 1 from bookpooks	comothing on floor	state	(hallways only)	(hallways only)	"aannat dran itam in thia	"connet dran item in this
a1	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in	"cannot drop item in this room. Already *item* in
							this room"	this room"
a1	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	
		[			,	,	room. Already *item* in	room. Already *item* in
							this room"	this room"
a1	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	
							room. Already *item* in	room. Already *item* in
							this room"	this room"
a1	zombie room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	"cannot drop item in this
							room. Already *item* in	room. Already *item* in
							this room"	this room"
a1	zombie room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
-4		Charact Hall, Hall Lands decree death at all con-			NI/A and all the second	NI/A b - 16 in	nothing"	nothing"
a1	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
a1	zombio room	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	comothing on floor	omnt/	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing"
aı	zombie room	[input u , y ] clook down, pick up item>	something on floor	empty	N/A, 110 SHEII III 100III	N/A, 110 SHEII III 100III	*item*" - "*item* has	"look down and see *item*" - "*item* has
							been added to your	been added to your
							backpack"	backpack"
a1	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
		item>	3		. ,	,	*item*"	*item*"
a1	zombie room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
							*item*" - "Backpack is	*item*" - "Backpack is
							full, cannot add items"	full, cannot add items"
a1	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
		item>					*item*"	*item*"
g4	zombie room	[input "g", "n"] <move north="" one="" room=""></move>	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 "g", "e"] <move east="" one="" room=""></move>	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=""></move>	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", "w"] <move one="" room="" west=""></move>	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=""></check>	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=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
							backpack print*	backpack print*
g4	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
							Nothing to drop."	Nothing to drop."
g4	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
							Nothing to drop."	Nothing to drop."
g4	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
							Nothing to drop."	Nothing to drop."
g4	zombie room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
~1	zombio room	[input "r" "1"] -drop itom 1 from bookpooks	nothing on floor	f. ill	N/A not a ballway	N/A not a ballway	Nothing to drop."	Nothing to dropped
g4	ZOTIDIE TOOTT	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
g4	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
97	20111010 100111	[input 1 , 2 ] talop itali 2 irom backpacks	nouning on noor	Tun	1471, flot a flatiway	Terri, not a nanway	*item*"	*item*"
g4	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
3.		[			,	,	*item*"	*item*"
g4	zombie room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
-							*item*"	*item*"
g4	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	
							room. Already *item* in	room. Already *item* in
							this room"	this room"
g4	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	
							room. Already *item* in	room. Already *item* in
							this room"	this room"
g4	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
		F: 4 H H H 4 H 2 H 2 H 4 F 4 F 1 H 4 H					this room"	this room"
g4	zombie room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	tuli	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	
							room. Already *item* in	room. Already *item* in
n4	zombie room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	this room" "look down and see	this room" "look down and see
g4	Zombie room	[input d , y ] <100k down, pick up item>	Houning off floor	empty	N/A, NO SHEII III IUUIII	INA, IIU SHEII III IUUIII	nothing"	nothing"
g4	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
97	Zorniole Touril	item>	Houning off floor	Simply	Tan Gillo Shon III TOOM	1471, 110 SHOII III IUUIII	nothing"	nothing"
g4	zombie room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
3 ·		[			,	,	*item*" - "*item* has	*item*" - "*item* has
							been added to your	been added to your
							backpack"	backpack"
g4	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
		item>					*item*"	*item*"
g4	zombie room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
							*item*" - "Backpack is	*item*" - "Backpack is
							full, cannot add items"	full, cannot add items"
g4	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
		item>					*item*"	*item*"
g4	zombie room	[input "g", "n"] <move north="" one="" room=""></move>	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 "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g4		[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g4		[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g4		[input "b"] <check backpack=""></check>	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=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
		F			N/A ( ) "	N/A	backpack print*	backpack print*
g4	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
							Nothing to drop."	Nothing to drop."

20111016		ing - Room by Room Results for Lac						
room	room	test [user input] <action></action>	floor state		shelf state	casserole state	expected outcome	observed outcome
address g4	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	state empty	(hallways only) N/A, not a hallway	(hallways only) N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
9.	2011.010 100111	[pat : , 2] talop italii 2 italii baanpaan	nouning on noon	opty	Turi, not a namay	Tiri, not a namay	Nothing to drop."	Nothing to drop."
g4	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
<b>a</b> 4	zombio room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	omntv	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
g4	Zomble room	[input 1, 4] <urop 4="" backpack="" item="" nom=""></urop>	nothing on noor	empty	IN/A, HOL a Hallway	N/A, HOL a Hallway	Nothing to drop."	Nothing to drop."
g4	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
4		Figure 1 Hall   1011   door it on 0 forms had been also		£11	NI/A	NI/A mak a la alluman	*item*"	*item*"
g4	zombie room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
g4	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
							*item*"	*item*"
g4	zombie room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
g4	zombie room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	
			, and the second				room. Already *item* in	room. Already *item* in
<b>a</b> 4	zombio room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	comothing on floor	full	N/A, not a hallway	N/A, not a hallway	this room" "cannot drop item in this	this room"
g4	Zomble room	[input 1, 2] <urb 2="" backpack="" from="" item=""></urb>	something on hoor	iuii	IN/A, HOL a Hallway	N/A, HOL a Hallway	room. Already *item* in	room. Already *item* in
							this room"	this room"
g4	zombie room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"	room. Already *item* in this room"
g4	zombie room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		"cannot drop item in this
							room. Already *item* in	room. Already *item* in
g4	zombie room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	this room" "look down and see	this room" "look down and see
97	ZOTTIDIO TOOTTI	[input a , y ] clock down, plok up home	nouning on noon	ompty	1471, no onon miroom	TWA, TIO SHOII III TOOIII	nothing"	nothing"
g4	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>"look down and see</td><td>"look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
g4	zombie room	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	emnty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
97	ZOTTIBLE TOOTT	[input u , y ] Clook down, pick up item>	30mething on hoor	cripty	TVA, NO SHOII III TOOIII	TVA, 110 SHEII III TOOIII	*item*" - "*item* has	*item*" - "*item* has
							been added to your	been added to your
<b>~</b> 4	zombie room	[input "d" "n"] slock down, don't nick up	something on floor	omntv	N/A, no shelf in room	N/A, no shelf in room	backpack"	backpack"
g4	Zomble room	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on hoor	empty	N/A, NO SHEII III TOOM	N/A, NO SHEII III TOOM	"look down and see *item*"	"look down and see *item*"
g4	zombie room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
							*item*" - "Backpack is	*item*" - "Backpack is
g4	zombie room	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>full, cannot add items" "look down and see</td><td>full, cannot add items" "look down and see</td></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	full, cannot add items" "look down and see	full, cannot add items" "look down and see
3		item>				.,	*item*"	*item*"
a3	bathroom	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" a2	"Moved into room:" a2
a3	bathroom	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
a3 a3	bathroom bathroom	[input "g", "s"] <move one="" room="" south=""> [input "g", "w"] <move one="" room="" west=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Ran into a wall"	"Ran into a wall" "Ran into a wall"
a3	bathroom	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
a3	bathroom	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
a3	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print* "Backpack is empty.	backpack print* "Backpack is empty.
		[par . , . ]apamamazan.par			,	,	Nothing to drop."	Nothing to drop."
a3	bathroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
a3	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
uo	battiloom	[input 1; 0] varop item o nom backpacks	nouning on noon	ompty	1471, not a nanway	1471, not a nanway	Nothing to drop."	Nothing to drop."
a3	bathroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
a3	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "you have dropped	Nothing to drop." "you have dropped
as	Datificom	[input 1, 1] Curop item 1 from backpacks	Housing on Hoor	iuii	IVA, HOL a Hallway	IVA, Hot a Hallway	*item*"	*item*"
a3	bathroom	linnut "r" "2"1 -drop itom 2 from bookpooks	mathing on floor					
a3		[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on noor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
ao	hathroom		, in the second				"you have dropped *item*"	"you have dropped *item*"
	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	, in the second	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
a3	bathroom		nothing on floor				"you have dropped *item*" "you have dropped *item*" "you have dropped	"you have dropped *item*" "you have dropped *item*" "you have dropped
	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""></drop></drop>	nothing on floor	full full	N/A, not a hallway	N/A, not a hallway	"you have dropped "item"" "you have dropped "item"" "you have dropped "item""	"you have dropped *item" "you have dropped *item*" "you have dropped *item*"
a3 a3		[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item" "you have dropped *item" "you have dropped *item" "cannot drop item in this	"you have dropped "item" "you have dropped "item"" "you have dropped "item" "cannot drop item in this
a3	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""></drop></drop></drop>	nothing on floor nothing on floor something on floor	full full full	N/A, not a hallway N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room"	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room"
	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""></drop></drop>	nothing on floor nothing on floor something on floor	full full full	N/A, not a hallway	N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this
a3	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""></drop></drop></drop>	nothing on floor nothing on floor something on floor	full full full	N/A, not a hallway N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in
a3	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor	full full full	N/A, not a hallway N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room"
a3 a3	bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor	full full full	N/A, not a hallway N/A, not a hallway N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway N/A, not a hallway N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room.	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room.
a3 a3 a3	bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor	full full full full	N/A, not a hallway	N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room"	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room!
a3 a3	bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor	full full full full	N/A, not a hallway N/A, not a hallway N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway N/A, not a hallway N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room"	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room.
a3 a3 a3 a3	bathroom bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""></drop></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor something on floor	full full full full full	N/A, not a hallway	N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room.	"you have dropped "item"" "you have dropped "items" "you have dropped "items" "you have dropped "items" "cannot drop item in this room. Already "items in this room.
a3 a3 a3	bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor	full full full full	N/A, not a hallway	N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "loow. Already "item" in this room. "look down and see	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "look down and see
a3 a3 a3 a3	bathroom bathroom bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "d", "y"] <look down,="" item="" pick="" up=""></look></drop></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor something on floor nothing on floor	full full full full full empty	N/A, not a hallway	N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "loan drop item in this room. Already "item" in this room" "look down and see nothing"	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "look down and see nothing"
a3 a3 a3 a3	bathroom bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""></drop></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor something on floor	full full full full full	N/A, not a hallway	N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "loow. Already "item" in this room. "look down and see	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "look down and see
a3 a3 a3 a3	bathroom bathroom bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "d", "y"] <look down,="" item="" pick="" up=""> [input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor nothing on floor something on floor something on floor something on floor nothing on floor</td><td>full full full full full empty empty</td><td>N/A, not a hallway N/A, not a hallway</td><td>N/A, not a hallway N/A, not a hallway</td><td>"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "look down and see nothing" "look down and see</td><td>"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "look down and see nothing! "look down and see</td></look></look></drop></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor something on floor nothing on floor	full full full full full empty empty	N/A, not a hallway	N/A, not a hallway	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "look down and see nothing" "look down and see	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "look down and see nothing! "look down and see
<ul><li>a3</li><li>a3</li><li>a3</li><li>a3</li><li>a3</li><li>a3</li></ul>	bathroom bathroom bathroom bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "d", "y"] <look down,="" item="" pick="" up=""> [input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look></look></drop></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor something on floor nothing on floor nothing on floor	full full full full full empty empty	N/A, not a hallway N/A, no shelf in room N/A, no shelf in room	N/A, not a hallway N/A, no shelf in room N/A, no shelf in room	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "look down and see nothing" "look down and see nothing" "look down and see "item" - ""item" has	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "look down and see nothing" "look down and see nothing" "look down and see "item" - ""item" has
<ul><li>a3</li><li>a3</li><li>a3</li><li>a3</li><li>a3</li><li>a3</li></ul>	bathroom bathroom bathroom bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "d", "y"] <look down,="" item="" pick="" up=""> [input "d", "n"] <look don't="" down,="" item="" pick="" up=""> [input "d", "y"] <look down,="" item="" pick="" up=""> [input "d", "y"] <look down,="" item="" pick="" up=""></look></look></look></look></drop></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor something on floor nothing on floor nothing on floor	full full full full full empty empty	N/A, not a hallway N/A, no shelf in room N/A, no shelf in room	N/A, not a hallway N/A, no shelf in room N/A, no shelf in room	"you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "cannot drop item in this room. Already "item" in this room" "look down and see nothing" "look down and see	"you have dropped "item"" "you have dropped "item"" "you have dropped "item"" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room. "look down and see nothing! "look down and see
<ul><li>a3</li><li>a3</li><li>a3</li><li>a3</li><li>a3</li><li>a3</li></ul>	bathroom bathroom bathroom bathroom bathroom bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "r", "1"] <drop 1="" backpack="" from="" item=""> [input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""> [input "r", "4"] <drop 4="" backpack="" from="" item=""> [input "d", "y"] <look down,="" item="" pick="" up=""> [input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look></look></drop></drop></drop></drop></drop></drop>	nothing on floor nothing on floor something on floor something on floor something on floor nothing on floor nothing on floor	full full full full full empty empty empty	N/A, not a hallway N/A, no shelf in room N/A, no shelf in room	N/A, not a hallway N/A, no shelf in room N/A, no shelf in room	"you have dropped "item" "you have dropped "item" "you have dropped "item" "you have dropped "item" "cannot drop item in this room. Already "item" in this room! "cannot drop item in this room. Already "item" in this room "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "cannot drop item in this room. Already "item" in this room. "look down and see nothing" "look down and see	"you have dropped "item"" "you have dropped "items" "you have dropped "items" "you have dropped "items" "cannot drop item in this room. Already "items in this room! "cannot drop item in this room. Already "items in this room! "cannot drop item in this room. Already "items in this room. "cannot drop item in this room. Already "items in this room." "cannot drop item in this room. Already "items in this room." "look down and see nothing." "look down and see nothing." "look down and see "items". ""items has been added to your

room address	room	test [user input] <action></action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
a3	bathroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor		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"
a3	bathroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
a4 a4	bathroom bathroom	[input "g", "n"] <move north="" one="" room=""> [input "g", "e"] <move east="" one="" room=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Moved into room:" b4	"Ran into a wall" "Moved into room:" b4
a4	bathroom	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
a4 a4	bathroom bathroom	[input "g", "w"] <move one="" room="" west=""> [input "b"] <check backpack=""></check></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Backpack is empty"	"Ran into a wall" "Backpack is empty"
a4	bathroom	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
a4	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print*  "Backpack is empty.	"Backpack is empty.
a4	bathroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
a4	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty. Nothing to drop."	Nothing to drop." "Backpack is empty. Nothing to drop."
a4	bathroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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."
a4	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
a4	bathroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped *item*"	*item*" "you have dropped
a4	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped *item*"	*item*" "you have dropped *item*"
a4	bathroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
a4	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		
a4	bathroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"
a4	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"
a4	bathroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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"
a4	bathroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
a4	bathroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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"
a4	bathroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
a4	bathroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
a4	bathroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
a4	bathroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
e3 e3	bathroom bathroom	[input "g", "n"] <move north="" one="" room=""> [input "g", "e"] <move east="" one="" room=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Ran into a wall"	"Ran into a wall" "Ran into a wall"
e3	bathroom	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" e4	"Moved into room:" e4
e3 e3	bathroom bathroom	[input "g", "w"] <move one="" room="" west=""> [input "b"] <check backpack=""></check></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Backpack is empty"	"Ran into a wall" "Backpack is empty"
e3	bathroom	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
e3	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print* "Backpack is empty.	backpack print* "Backpack is empty.
e3	bathroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
e3	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
e3	bathroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
e3	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "you have dropped	Nothing to drop." "you have dropped
e3	bathroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	Ü	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e3	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e3	bathroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>		full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e3	bathroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor		N/A, not a hallway	N/A, not a hallway	*item*" "cannot drop item in this	*item*" "cannot drop item in this
e3	bathroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	·		N/A, not a hallway	N/A, not a hallway	room. Already *item* in this room"	room. Already *item* in this room" "cannot drop item in this
			·				room. Already *item* in this room"	room. Already *item* in this room"
e3	bathroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	IUII	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"

substreem inpact 11, 11, does down, policy plants or room per filter or property 11, 11, and the per substreem in the per substreem inpact 12, 11, and the per substreem inpact 12, and the per substreem inpact 12, 11, and the per substreem inpact 12, and the per substreem inpact	room address	room type	test [user input] <action></action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
substroom   Input 1, 11   Code down, pick up own   compress of the pick   code			[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor				room. Already *item* in	room. Already *item* in
substantions   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down, during big to   Property   Biguard 17, 17] clock down and pr	e3	bathroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
Labritonia (pout 17, 17) dicto down, cont pick up something on littor amply in the control of th	e3	bathroom		nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
summers in page of 17 m) close does not pick up time.  Servicing on floor or page of 17 m) close does not provide the page of 17 m) close does not does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 17 m) close does not provide the page of 18 m) close does not prov	e3	bathroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	*item*" - "*item* has been added to your	*item*" - "*item* has been added to your
believe in Friend V*, M*T closed down, don't pick up something on floor of light in M*A, not all alleway in the state of t	e3	bathroom		something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
bedroom    page 17 ', 17   color, down, and prake type   page 17 ', 17   color, down, and prake type   page 17 ', 17   color, prake type   page 18   page 17 ', 17   color, prake type   page 18   page 17 ', 17   color, prake type   page 18	e3	bathroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	*item*" - "Backpack is	*item*" - "Backpack is
bedroom   print 1"; "9" in move one some analysts of the print of the	e3	bathroom		something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
bedroom   prout "f", "1" come one commonants on the conting on face or exply   NA, not a hallway   NA, not									
bedroom [input 17, 12] -drop item 1 from badquacks of memory in the second of									
bedroom [input 17] chock backpacks empty noting on floor only NA, not a halway NA, not a halway not									
bedroom [leput 17] scheck backgacks on forming on floor orepty MA, not a hallway NA,									
bedroom [spout", "1"] -drop item 1 from baddpado- nothing on floor empty.  2 bedroom [spout", "2"] -drop item 2 from baddpado- nothing on floor empty.  2 bedroom [spout", "4"] -drop item 4 from baddpado- nothing on floor empty.  2 bedroom [spout", "4"] -drop item 4 from baddpado- nothing on floor empty.  2 bedroom [spout", "1"] -drop item 4 from baddpado- nothing on floor empty.  2 bedroom [spout", "1"] -drop item 4 from baddpado- nothing on floor empty.  2 bedroom [spout", "1"] -drop item 6 from baddpado- nothing on floor empty.  2 bedroom [spout", "1"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "1"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  2 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  3 bedroom [spout", "4"] -drop item 6 from baddpado- nothing on floor fluit.  3 bedroom [spout", "4"] -drop item 6 from baddpado- something on floor fluit.  3 bedroom [spout", "4"] -drop item 6 from baddpado- something on floor fluit.  3 bedroom [spout", "4"] -drop item 6 from baddpado- something on floor fluit.  3 bedroom [spout", "4"] -drop item 6 from baddpado- something on floor fluit.  3 bedroom [spout", "4"] -drop item 6 from baddpado- something on floor fluit.  3 bedroom [spout", "4"] -drop item 6 from baddpado- something on floor sile.  3 bedroom [spout", "4"] -drop item 6 from baddpado- something on floor item 6 fluit.  3 bedroom [spout", "4"] -drop item 6 floor baddpado- something on floor item 6 fluit.  3 bedroom [spout", "4"] -drop item 6 floor baddpado- something on floor item 6 fluit.  3 bedr	a2	bedroom	[input "b"] <check backpack=""></check>			N/A, not a hallway	N/A, not a hallway	*current items in	
bedroom [input**, *2*] cdrop item 2 from backpacks on offring on floor empty NA, not a hallway bedroom [input**, *2*] cdrop item 6 from backpacks on offring on floor empty NA, not a hallway NA									
bedroom [input'?, '37] -drop item 3 from backpacts on thing on floor or								Nothing to drop."	Nothing to drop."
bedroom [input 17, 12] -drop item a from backpacks nothing on floor full NA, not a hallway NA, not a hallway you have dropped "lem" 'gou have dropped								Nothing to drop."	Nothing to drop."
bedroom [input 1", "1"]-ctinp item 1 from backpacks on othing on floor solution on floor in the company of the property of the								Nothing to drop."	Nothing to drop."
bedroom [input 'r', '2'] -drop item 3 from backpacks on onthing on floor full NA, not a hallway NA, not a hallway 'you have dropped 'telm'' 'pur lave dropped 'telm'' 'telm'' 'pur lave dropped 'telm'' 'telm'' 'pur lave dropped 'telm'' 'telm'	a2	bedroom		nothing on floor			N/A, not a hallway	Nothing to drop."	Nothing to drop."
bedroom [input 'r', 'a'] - drop item 4 from backpacks on othing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway 'very to have dropped 'you have dropped	a2	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway		
bedroom [input "r", "1"] -drop item 1 from backpacks of the path o									*item*"
bedroom [input 'r', 'r'] -drop item 1 from backpacks something on floor full NA, not a hallway na, not	a2	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A. not a hallway		
bedroom [input '1', '2'] -drop item 2 from backpacks bedroom [input '1', '2'] -drop item 2 from backpacks bedroom [input '1', '3'] -drop item 3 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 5 bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpack bedroom [input '1', '4'] -drop item 4 from backpack bedroom [input '1', '4'] -drop item 4 from backpack bedroom [input '1', '4'] -drop item 4 from backpack bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 4 from backpacks bedroom [input '1', '4'] -drop item 1 from backpacks bedroom [input '1', '4'] -drop item 1 from backpacks bedroom [input '1', '4'] -drop item 1 from backpack				Ť				*item*"	*item*"
bedroom [input "r", "3"] -drop item 3 from backpacks something on floor full N/A, not a hallway N/A, not a hallway not hallway not a hallway n								room. Already *item* in this room"	room. Already *item* in this room"
bedroom [input 'r', '4'] <drop '4']="" 'r',="" 1="" 1<="" 4="" 6="" <drop="" [input="" backpacks="" bedroom="" from="" item="" td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>room. Already *item* in this room"</td><td>room. Already *item* in this room"</td></drop>								room. Already *item* in this room"	room. Already *item* in this room"
a2 bedroom	a2	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	room. Already *item* in	room. Already *item* in
bedroom [input "d", "y"] -look down, don't pick up items bedroom [input "d", "y"] -look down, pick up items bedroom [input "d", "y"] -look down, pick up items bedroom [input "d", "y"] -look down, pick up items bedroom [input "d", "y"] -look down, don't pick up items bedroom [input "d", "y"] -look down, pick up items bedroom [input "d", "y"] -look down, pick up items bedroom [input "d", "y"] -look down, pick up items bedroom [input "d", "n"] -look down, pick up items bedroom [input "d", "n"] -look down, pick up items bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"] -look down, don't pick up something on floor full bedroom [input "d", "n"]	a2	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	room. Already *item* in	room. Already *item* in
bedroom   finput "d", "y"] <look down,="" item="" pick="" up="">   something on floor   empty   N/A, no shelf in room   N/A, no shelf in room   nothing"   nothing"   nothing"   nothing"   nothing"   nothing on floor   filem" - "item" has been added to your backpack"   bedroom   finput "d", "n"] <look don't="" down,="" item="" pick="" up=""  ="">   something on floor   empty   N/A, no shelf in room   N/A, no shelf in room   N/A, no shelf in room   nothing on floor   filem" - fitem" - fi</look></look>	a2	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
a2 bedroom [input "d", "n"] -clook down, don't pick up terms a2 bedroom [input "d", "n"] -clook down, pick up items a2 bedroom [input "d", "n"] -clook down, pick up items a2 bedroom [input "d", "n"] -clook down, pick up items a2 bedroom [input "d", "n"] -clook down, pick up items a2 bedroom [input "d", "n"] -clook down, pick up items a2 bedroom [input "d", "n"] -clook down, don't pick up items a2 bedroom [input "d", "n"] -clook down, don't pick up items a3 bedroom [input "d", "n"] -clook down, don't pick up items a4 bedroom [input "d", "n"] -clook down, don't pick up items b5 bedroom [input "d", "n"] -clook down, don't pick up items b6 bedroom [input "d", "n"] -clook down, don't pick up items b7 bedroom [input "d", "n"] -clook down, don't pick up items b8 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "n"] -clook down, don't pick up items b9 bedroom [input "d", "d", more an end to more metals on onthing on floor empty N/A, not a hallway N/A, not a	a2	bedroom		nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room		
bedroom [input "d", "n"] <look don't="" down,="" item="" pick="" up=""> something on floor full N/A, no shelf in room N/A, no shelf in room N/A, no shelf in room "look down and see "item"" "look down and see "item"" "look down and see "item" "look down and see "item"</look>	a2	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	*item*" - "*item* has been added to your	*item*" - "*item* has been added to your
bedroom [input "d", "n"] <look "d",="" "item"="" "n"]="" <="" <look="" and="" don't="" down="" down,="" items="" li="" linput="" pick="" see="" up=""  =""> <li>bedroom [input "g", "n"] </li> <li>bedroom [input "g", "s"] </li> <li>bedroom [input "g", "s"] </li> <li>linput "g", "s"] </li> <li>linput "g", "s"] </li> <li>linput "g", "s"] </li> <li>look down and see "item"   linput "m"</li></look>	a2	bedroom		something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
bedroom [input "g", "n"] <move north="" one="" room=""> nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway Ran into a wall" Ran into a wall</move>	a2	bedroom		something on floor	full	N/A, no shelf in room	N/A, no shelf in room	*item*" - "Backpack is	*item*" - "Backpack is
bedroom [input "g", "e"] <move east="" one="" room=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" south=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" west=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" west=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" west=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" west=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" west=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" west=""> nothing on floor empty bedroom [input "g", "s"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 1="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 1="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input</drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></move></move></move></move></move></move></move></move></move></move></move></move></move></move></move></move></move></move>	a2	bedroom		something on floor	full	N/A, no shelf in room	N/A, no shelf in room		
bedroom [input "g", "s"] <move one="" room="" south=""> nothing on floor empty bedroom [input "g", "w"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "b"] <move one="" room="" west=""> nothing on floor empty bedroom [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 4="" backpack="" from="" item=""> nothing on floor empty bedroom [input "r", "4"] <drop 1="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop 1="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop 1="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop 2="" backpack="" from="" item=""> nothing on floor full bedroom [input "r", "4"] <drop item<="" td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></drop></move></move></move></move></move></move></move></move></move></move>									
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:" # "Moved into room:" # "Backpack is empty" Backpack is empty" Backpack is empty" Backpack is empty.  b2 bedroom [input "b"] <check backpack=""> nothing on floor empty N/A, not a hallway nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway Backpack is empty.  b2 bedroom [input "r", "2"] <drop 1="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway N/A, not a hallway Backpack is empty. Nothing to drop." Nothing to drop</drop></check></move>									
bedroom [input "b"] <check backpack=""> nothing on floor bedroom [input "b"] <check backpack=""> nothing on floor full N/A, not a hallway N/A, not a hallway N/A, not a hallway N/A, not a hallway "Backpack is empty" "Backpack is empty" bedroom [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway "Backpack is empty. Nothing to drop." Nothing</drop></check></check>									
bedroom [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not a hallway N/A, not a hallway Backpack is empty. Nothing to drop." Noth</drop>	b2		[input "b"] <check backpack=""></check>						
bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not a ha</drop>								backpack print*	backpack print*
b2 bedroom [input "r", "3"] <drop 3="" backpack="" from="" item=""> nothing on floor empty N/A, not a hallway N/A, not a</drop>					empty			Nothing to drop."	Nothing to drop."
bedroom [input "r", "3"] <drop "1"]="" "2"]="" "4"]="" "item"="" "r",="" "you="" 1="" 2="" 3="" 4="" <drop="" [input="" a="" a,="" backpack="" backpacks="" bedroom="" drop."="" dropped="" dropped"="" empty="" empty.="" floor="" from="" full="" ha<="" hallway="" have="" is="" item="" n="" not="" nothing="" on="" td="" to=""><td>b2</td><td>bedroom</td><td>[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop></td><td>nothing on floor</td><td>empty</td><td>N/A, not a hallway</td><td>N/A, not a hallway</td><td></td><td>"Backpack is empty.</td></drop>	b2	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway		"Backpack is empty.
bedroom [input "r", "4"] <drop "1"]="" "gackpack="" "item""="" "jum"="" "r",="" "you="" 1="" 4="" <drop="" [input="" a="" a,="" backpack="" backpacks="" bedroom="" drop."="" dropped="" dropped"="" dropped<="" empty="" empty.="" floor="" from="" full="" hallway="" have="" is="" item="" n="" not="" nothing="" on="" td="" to=""><td>b2</td><td>bedroom</td><td>[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop></td><td>nothing on floor</td><td>empty</td><td>N/A, not a hallway</td><td>N/A, not a hallway</td><td>"Backpack is empty.</td><td>"Backpack is empty.</td></drop>	b2	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
bedroom [input "r", "1"] <drop 1="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "tiem*" *item*"  b2 bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have dropped "you have dropped" "you have dropped</drop></drop>	b2	bedroom		nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
b2 bedroom [input "r", "2"] <drop 2="" backpack="" from="" item=""> nothing on floor full N/A, not a hallway N/A, not a hallway "you have dropped "you have dropped"</drop>	b2	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
	b2	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped

room	room	toot fuger input) sections	floor state	haaknaak	shalf state	ancorolo stato	avposted autooma	absorved autooma
room address	room type	test [user input] <action></action>	floor state	state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
b2	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
b2	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped *item*"	*item*" "you have dropped *item*"
b2	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	"cannot drop item in this
			·				room. Already *item* in this room"	room. Already *item* in this room"
b2	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"
b2	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in	"cannot drop item in this room. Already *item* in
b2	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	this room" "cannot drop item in this room. Already *item* in	room. Already *item* in
b2	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	this room" "look down and see	this room" "look down and see
h2	bedroom	Finant "d" "n"] slock down don't pick up	nothing on floor	omnty	N/A no shalf in room		nothing"	nothing"
b2	Dearoom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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"
b2	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
b2	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
b2	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - "Backpack is	"look down and see *item*" - "Backpack is
b2	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	full, cannot add items" "look down and see *item*"	full, cannot add items" "look down and see *item*"
b4	bedroom	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
b4	bedroom	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" c4	"Moved into room:" c4
b4 b4	bedroom	[input "g", "s"] <move one="" room="" south=""> [input "g", "w"] <move one="" room="" west=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Moved into room:" a4	"Ran into a wall" "Moved into room:" a4
b4	bedroom	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
b4	bedroom	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in backpack print*	*current items in backpack print*
b4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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."
b4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
b4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty. Nothing to drop."	Nothing to drop." "Backpack is empty. Nothing to drop."
b4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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."
b4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
b4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped *item*"	*item*" "you have dropped *item*"
b4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
b4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
b4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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
b4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this	this room" "cannot drop item in this room. Already *item* in this room"
b4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"
b4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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"
b4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
b4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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"
b4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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	"look down and see *item*" - "*item* has been added to your backpack"
b4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	backpack" "look down and see *item*"	"look down and see *item*"
b4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - "Backpack is	"look down and see *item*" - "Backpack is
b4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	full, cannot add items" "look down and see *item*"	full, cannot add items" "look down and see *item*"
c4	bedroom	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" c3	"Moved into room:" c3
c4 c4	bedroom bedroom	[input "g", "e"] <move east="" one="" room=""> [input "g", "s"] <move one="" room="" south=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Ran into a wall"	"Ran into a wall" "Ran into a wall"
c4	bedroom	[input "g", "w"] <move one="" room="" west=""></move>	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=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"

room	room	test [user input] <action></action>	floor state	backpack		casserole state	expected outcome	observed outcome
address				state	(hallways only)	(hallways only)		
c4	bedroom	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in backpack print*	*current items in backpack print*
c4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
c4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
						N/A, not a hallway	Nothing to drop."	Nothing to drop."
c4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	•	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
c4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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."
c4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
c4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
c4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
c4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
c4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "cannot drop item in this	*item*" "cannot drop item in this
							room. Already *item* in this room"	room. Already *item* in this room"
c4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"
c4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"	
c4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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"
c4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	this room" "look down and see
c4	bedroom	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
c4	bedroom	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
							*item*" - "*item* has been added to your backpack"	*item*" - "*item* has been added to your backpack"
c4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
c4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - "Backpack is	"look down and see *item*" - "Backpack is
04	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	full, cannot add items" "look down and see *item*"	full, cannot add items" "look down and see *item*"
4	bedroom	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" f3	"Moved into room:" f3
4 4	bedroom	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall" "Ran into a wall"	"Ran into a wall" "Ran into a wall"
4	bedroom bedroom	[input "g", "s"] <move one="" room="" south=""> [input "g", "w"] <move one="" room="" west=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Moved into room:" e4	"Moved into room:" e4
4	bedroom	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
4	bedroom	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print* "Backpack is empty.	backpack print* "Backpack is empty.
4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
4			•				Nothing to drop."	Nothing to drop."
	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>		empty .	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>		empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
i4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
f4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in	*item*" "cannot drop item in this room. Already *item* in
f4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	this room" "cannot drop item in this room. Already *item* in	this room" "cannot drop item in this room. Already *item* in
i4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	room. Already *item* in	this room" "cannot drop item in this room. Already *item* in
4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	this room" "cannot drop item in this room. Already *item* in	room. Already *item* in
4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	this room" "look down and see	this room" "look down and see
4	bedroom	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
4	bedroom	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
							*item*" - "*item* has been added to your backpack"	*item*" - "*item* has been added to your backpack"

room address	room type	test [user input] <action></action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
f4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
f4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
f4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
e4 e4	bedroom bedroom	[input "g", "n"] <move north="" one="" room=""> [input "g", "e"] <move east="" one="" room=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Moved into room:" e3 "Moved into room:" f4	"Moved into room:" e3 "Moved into room:" f4
e4	bedroom	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
e4 e4	bedroom bedroom	[input "g", "w"] <move one="" room="" west=""> [input "b"] <check backpack=""></check></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Backpack is empty"	"Ran into a wall" "Backpack is empty"
e4	bedroom	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
e4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print*  "Backpack is empty.  Nothing to drop."	"Backpack is empty. Nothing to drop."
e4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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."
e4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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."
e4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty.	"Backpack is empty.
e4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "you have dropped	Nothing to drop." "you have dropped
e4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e4	bedroom	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "cannot drop item in this	*item*" "cannot drop item in this
e4	bedroom	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	·		N/A, not a hallway	N/A, not a hallway	room. Already *item* in this room"	room. Already *item* in this room" "cannot drop item in this
		(,,,,			,,	,,	room. Already *item* in this room"	room. Already *item* in this room"
e4	bedroom	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"
e4	bedroom	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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"
e4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
e4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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"
e4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
e4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
e4	bedroom	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
e4	bedroom	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
b3	stairwell	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
b3 b3	stairwell stairwell	[input "g", "e"] <move east="" one="" room=""> [input "g", "s"] <move one="" room="" south=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Moved into room:" c3 "Ran into a wall"	"Moved into room:" c3 "Ran into a wall"
b3	stairwell	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
b3	stairwell	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
b3	stairwell	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in backpack print*	*current items in backpack print*
b3	stairwell	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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."
b3	stairwell	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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."
b3	stairwell	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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."
b3	stairwell	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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."
b3	stairwell	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
b3	stairwell	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
b3	stairwell	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped	"you have dropped
b3	stairwell	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped *item*"	*item*" "you have dropped *item*"
b3	stairwell	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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"
b3	stairwell	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"

room	room	test [user input] <action></action>	floor state	backpack	shelf state	casserole state	expected outcome	observed outcome
address				state	(hallways only)	(hallways only)		
b3	stairwell	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"
b3	stairwell	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway		
b3	stairwell	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
b3	stairwell	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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"
b3	stairwell	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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	"look down and see *item*" - "*item* has been added to your
b3	stairwell	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	backpack" "look down and see *item*"	backpack" "look down and see *item*"
b3	stairwell	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
b3	stairwell	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
g2	stairwell	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g2	stairwell	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g2	stairwell	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" g3	"Moved into room:" g3
g2	stairwell	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
g2	stairwell	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
g2	stairwell	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
a2	otoinvoll	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	omntv	N/A not a hallway	N/A not a ballway	backpack print*	backpack print*
g2	stairwell		nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty. Nothing to drop." "Backpack is empty.	"Backpack is empty.  Nothing to drop."  "Backpack is empty.
g2 g2	stairwell	[input "r", "2"] <drop 2="" backpack="" from="" item=""> [input "r", "3"] <drop 3="" backpack="" from="" item=""></drop></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
g2	stairwell	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
g2	stairwell	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "you have dropped	Nothing to drop." "you have dropped
g2	stairwell	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
g2	stairwell	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
g2	stairwell	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
g2	stairwell	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in	*item*" "cannot drop item in this room. Already *item* in
g2	stairwell	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	this room" "cannot drop item in this room. Already *item* in	this room" "cannot drop item in this room. Already *item* in
g2	stairwell	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	this room" "cannot drop item in this room. Already *item* in	this room" "cannot drop item in this room. Already *item* in
g2	stairwell	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	room. Already *item* in	this room" "cannot drop item in this room. Already *item* in
g2	stairwell	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	this room" "look down and see	"look down and see
g2	stairwell	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
g2	stairwell	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
							*item*" - "*item* has been added to your backpack"	*item*" - "*item* has been added to your backpack"
g2	stairwell	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
g2	stairwell	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
g2	stairwell	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
c2	library	[input "g", "n"] <move north="" one="" room=""></move>	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 east="" one="" room=""></move>	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 "g", "s"] <move one="" room="" south=""></move>	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=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Ran into a wall"	"Ran into a wall"
c2 c2	library library	[input "b"] <check backpack=""> [input "b"] <check backpack=""></check></check>	nothing on floor nothing on floor	empty full	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Backpack is empty"  *current items in	"Backpack is empty"  *current items in
c2	library	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print*  "Backpack is empty.	"Backpack is empty.
c2	library	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty. Nothing to drop."	Nothing to drop." "Backpack is empty. Nothing to drop."
c2	library	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty. Nothing to drop."	Nothing to drop." "Backpack is empty. Nothing to drop."
c2	library	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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."
							.,	

room	room	test [user input] <action></action>	floor state	backpack	shelf state	casserole state	expected outcome	observed outcome
address c2	type library	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	state full	(hallways only) N/A, not a hallway	(hallways only) N/A, not a hallway	"you have dropped	"you have dropped
c2	library	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
c2	library	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
							*item*"	*item*"
c2	library	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
c2	library	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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"
c2	library	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"
c2	library	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	"cannot drop item in this room. Already *item* in	"cannot drop item in this room. Already *item* in
c2	library	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	this room" "cannot drop item in this room. Already *item* in this room"	this room" "cannot drop item in this room. Already *item* in this room"
c2	library	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
c2	library	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
c2	library	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
							*item*" - "*item* has been added to your backpack"	*item*" - "*item* has been added to your backpack"
c2	library	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
c2	library	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - "Backpack is	"look down and see *item*" - "Backpack is
c2	library	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	full, cannot add items" "look down and see *item*"	full, cannot add items" "look down and see *item*"
с3	library	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" c2	"Moved into room:" c2
c3 c3	library library	[input "g", "e"] <move east="" one="" room=""> [input "g", "s"] <move one="" room="" south=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Moved into room:" c4	"Ran into a wall" "Moved into room:" c4
c3	library	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" b3	"Moved into room:" b3
c3 c3	library library	[input "b"] <check backpack=""> [input "b"] <check backpack=""></check></check>	nothing on floor nothing on floor	full	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Backpack is empty"  *current items in	"Backpack is empty"  *current items in
с3	library	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print* "Backpack is empty.	backpack print* "Backpack is empty.
c3	library	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
c3	library	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
c3	library	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
							Nothing to drop."	Nothing to drop."
c3	library	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
c3	library	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
c3	library	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
c3	library	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
c3	library	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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"
c3	library	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"
c3	library	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"
c3	library	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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"
c3	library	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	"look down and see	"look down and see
с3	library	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>N/A, no shelf in room</td><td>N/A, no shelf in room</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	nothing on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
c3	library	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	N/A, no shelf in room	N/A, no shelf in room	nothing" "look down and see	nothing" "look down and see
							*item*" - "*item* has been added to your backpack"	*item*" - "*item* has been added to your backpack"
с3	library	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
с3	library	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	"look down and see *item*" - "Backpack is	"look down and see *item*" - "Backpack is
с3	library	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	full	N/A, no shelf in room	N/A, no shelf in room	full, cannot add items" "look down and see *item*"	full, cannot add items" "look down and see *item*"
f1 f1	dining room dining room	[input "g", "n"] <move north="" one="" room=""> [input "g", "e"] <move east="" one="" room=""></move></move>	nothing on floor nothing on floor	empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Moved into room:" g1	"Ran into a wall" "Moved into room:" g1
**	aning room	[input g , c ] \initiate one room easts	Houning on Hoor	empty	TVA, HOL a Hallway	Tern, Hot a Hallway	moved into room. gr	moved into room. gr

room	room	test [user input] <action></action>	floor state	backpack	shelf state	casserole state	expected outcome	observed outcome
address	type			state	(hallways only)	(hallways only)	•	
f1 f1	dining room	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" f2	"Moved into room:" f2
f1	dining room dining room	[input "g", "w"] <move one="" room="" west=""> [input "b"] <check backpack=""></check></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Moved into room:" e1 "Backpack is empty"	"Moved into room:" e1 "Backpack is empty"
f1	dining room	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
							backpack print*	backpack print*
f1	dining room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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."
f1	dining room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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."
f1	dining room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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."
f1	dining room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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."
f1	dining room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
f1	dining room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
f1	dining room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
f1	dining room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	"you have dropped *item*"	"you have dropped *item*"
f1	dining room	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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"
f1	dining room	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"
f1	dining room	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"
f1	dining room	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	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"
f1	dining room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
f1	dining room	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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"
f1	dining room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
f1	dining room	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
f1	dining room	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
f1	dining room	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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*"
e2	courtyard	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" e1	"Moved into room:" e1
e2	courtyard	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Moved into room:" f2	"Moved into room:" f2
e2 e2	courtyard courtyard	[input "g", "s"] <move one="" room="" south=""> [input "g", "w"] <move one="" room="" west=""></move></move>	nothing on floor nothing on floor	empty empty	N/A, not a hallway N/A, not a hallway	N/A, not a hallway N/A, not a hallway	"Ran into a wall" "Ran into a wall"	"Ran into a wall" "Ran into a wall"
e2	courtyard	[input "b"] <check backpack=""></check>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	"Backpack is empty"	"Backpack is empty"
e2	courtyard	[input "b"] <check backpack=""></check>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*current items in	*current items in
e2	courtyard	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	backpack print* "Backpack is empty.	backpack print* "Backpack is empty.
e2	courtyard	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
e2	courtyard	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
e2	courtyard	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
e2	courtyard	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	Nothing to drop." "you have dropped	Nothing to drop." "you have dropped
e2	courtyard	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e2	courtyard	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e2	courtyard	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "you have dropped	*item*" "you have dropped
e2	courtyard	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	N/A, not a hallway	N/A, not a hallway	*item*" "cannot drop item in this	*item*" "cannot drop item in this
e2	courtyard	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	·		N/A, not a hallway	N/A, not a hallway	room. Already *item* in this room" "cannot drop item in this	room. Already *item* in this room" "cannot drop item in this
			·				room. Already *item* in this room"	room. Already *item* in this room"
e2	courtyard	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>			N/A, not a hallway	N/A, not a hallway	room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
e2	courtyard	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>			N/A, not a hallway	N/A, not a hallway	room. Already *item* in this room"	"cannot drop item in this room. Already *item* in this room"
e2	courtyard	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"
e2	courtyard	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	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"

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

room	room	<pre>ing - Room by Room Results for Eac test [user input] <action></action></pre>	floor state	backpack	shelf state	casserole state	expected outcome	observed outcome
address		Figure Hall Holls I down it was 0 for as heading also		state	(hallways only)	(hallways only)	Week boson described	Week born deepend
b1	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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 3="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	empty- casserole not	"you have dropped	"you have dropped
b1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	made empty- casserole not	*item*" "you have dropped	*item*" "you have dropped
						made	*item*"	*item*"
b1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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 2="" backpack="" from="" item=""></drop>	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 3="" backpack="" from="" item=""></drop>	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 4="" backpack="" from="" item=""></drop>	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,="" item="" pick="" up=""></look>	nothing on floor	empty	empty- casserole not made		"look down and see	"look down and see
b1	hallway	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>empty- casserole not made</td><td>made empty- casserole not</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	nothing" "look down and see	nothing" "look down and see
<b>L</b> 4	hallman	item>				made	nothing"	nothing"
b1	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	empty- casserole not made	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 don't="" down,="" item="" pick="" up=""></look>	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,="" item="" pick="" up=""></look>	something on floor	full	empty- casserole not made	empty- casserole not	"look down and see	"look down and see
b1	hallway	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>empty- casserole not made</td><td>made empty- casserole not</td><td>*item*" - "Backpack is full, cannot add items" "look down and see</td><td>*item*" - "Backpack is full, cannot add items" "look down and see</td></look>	something on floor	full	empty- casserole not made	made empty- casserole not	*item*" - "Backpack is full, cannot add items" "look down and see	*item*" - "Backpack is full, cannot add items" "look down and see
	·	item>				made	*item*"	*item*"
b1 b1	hallway hallway	[input "s"] <check shelf=""> [input "s","y"] <check shelf=""></check></check>	nothing on floor nothing on floor	full full	empty empty	not made casserole made	"shelf is empty" "You placed casserole	"shelf is empty" "You placed casserole
							on the shelf!"	on the shelf!"
b1	hallway	[input "s","n"] <check shelf=""></check>	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=""></check>	nothing on floor	full	casserole on shelf	casserole made	"There is already	"There is already
b1	hallway	[input "s","y"] <check shelf=""></check>	nothing on floor	full	empty (and is last of the 7	casserole made	"You placed casserole	casserole on this shelf "You placed casserole
					shelves to put casserole on)		on the shelf!" - "The zombies have destroyed eachother!" - "You win!"	on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
c1	hallway	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	empty- casserole not made		"Ran into a wall" "Moved into room:" d1	"Ran into a wall" "Moved into room:" d1
c1 c1	hallway hallway	[input "g", "e"] <move east="" one="" room=""> [input "g", "s"] <move one="" room="" south=""></move></move>	nothing on floor nothing on floor	empty empty	empty- casserole not made empty- casserole not made		"Ran into a wall"	"Ran into a wall"
c1	hallway	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	empty- casserole not made	empty- casserole not	"Moved into room:" b1	"Moved into room:" b1
c1	hallway hallway	[input "b"] <check backpack=""> [input "b"] <check backpack=""></check></check>	nothing on floor nothing on floor	empty full	empty- casserole not made empty- casserole not made		"Backpack is empty"  *current items in	"Backpack is empty"  *current items in
	·					made	backpack print*	backpack print*
c1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made		"Backpack is empty.	"Backpack is empty.
c1	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
c1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
c1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	made empty- casserole not	Nothing to drop." "you have dropped	Nothing to drop." "you have dropped
	·					made	*item*"	*item*"
c1	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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 3="" backpack="" from="" item=""></drop>	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 4="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	empty- casserole not	"you have dropped	"you have dropped
c1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	made empty- casserole not	*item*" "cannot drop item in this	*item*" "cannot drop item in this
						made	room. Already *item* in this room"	room. Already *item* in this room"
c1	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	TUII	empty- casserole not made	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 3="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in this room"	
c1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in	"cannot drop item in this room. Already *item* in
c1	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	empty- casserole not made	empty- casserole not	this room" "look down and see	this room" "look down and see
c1	·	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>-</td><td></td><td>empty- casserole not made</td><td>made</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	-		empty- casserole not made	made	nothing" "look down and see	nothing" "look down and see
	hallway	item>	nothing on floor	empty		made	nothing"	nothing"
c1	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item*" - "*item* has	"look down and see *item*" - "*item* has
							been added to your	been added to your
							backpack"	backpack"

room address	room	test [user input] <action></action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome
c1	hallway	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	empty	empty- casserole not made		"look down and see *item*"	"look down and see  *item*"
c1	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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 don't="" down,="" item="" pick="" up=""></look>	something on floor		empty- casserole not made	made	"look down and see *item*"	"look down and see *item*"
c1 c1	hallway hallway	[input "s"] <check shelf=""> [input "s","y"] <check shelf=""></check></check>	nothing on floor nothing on floor	full	empty empty	not made casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"
c1	hallway	[input "s","n"] <check shelf=""></check>	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=""></check>	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=""></check>	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	"You placed casserole on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
d1	hallway	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	empty- casserole not made		"Ran into a wall"	"Ran into a wall"
d1 d1	hallway hallway	[input "g", "e"] <move east="" one="" room=""> [input "g", "s"] <move one="" room="" south=""></move></move>	nothing on floor nothing on floor	empty empty	empty- casserole not made empty- casserole not made		"Moved into room:" e1 "Moved into room:" d2	"Moved into room:" e1 "Moved into room:" d2
d1	hallway	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	empty- casserole not made		"Moved into room:" c1	"Moved into room:" c1
d1	hallway	[input "b"] <check backpack=""></check>	nothing on floor	empty	empty- casserole not made		"Backpack is empty"	"Backpack is empty"
d1	hallway	[input "b"] <check backpack=""></check>	nothing on floor	full	empty- casserole not made		*current items in	*current items in
d1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	backpack print* "Backpack is empty.	backpack print* "Backpack is empty.
۵.	· · · · · · · · · · · · · · · · · · ·	[mpat 1 ; 1 ] valop nom 1 nom pachpaon	nouning on noon	opt/	ompty cassorers not made	made	Nothing to drop."	Nothing to drop."
d1	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	empty- casserole not	"Backpack is empty.	"Backpack is empty.
d1	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
			Ŭ		• *	made	Nothing to drop."	Nothing to drop."
d1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
d1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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 2="" backpack="" from="" item=""></drop>	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 3="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made		"you have dropped *item*"	"you have dropped *item*"
d1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	empty- casserole not	"you have dropped	"you have dropped
d1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made		*item*" "cannot drop item in this	*item*" "cannot drop item in this
d1	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	made empty- casserole not made	room. Already *item* in this room" "cannot drop item in this room. Already *item* in	room. Already *item* in this room" "cannot drop item in this room. Already *item* in
d1	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made		this room" "cannot drop item in this room. Already *item* in	this room" "cannot drop item in this room. Already *item* in
d1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	empty- casserole not made	this room" "cannot drop item in this room. Already *item* in	this room" "cannot drop item in this room. Already *item* in
d1	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	empty- casserole not made	empty- casserole not	this room" "look down and see	this room" "look down and see
d1	hallway	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>nothing on floor</td><td>empty</td><td>empty- casserole not made</td><td>made</td><td>nothing" "look down and see</td><td>nothing" "look down and see</td></look>	nothing on floor	empty	empty- casserole not made	made	nothing" "look down and see	nothing" "look down and see
		item>				made	nothing"	nothing"
d1	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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 don't="" down,="" item="" pick="" up=""></look>	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,="" item="" pick="" up=""></look>	something on floor	full	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 don't="" down,="" item="" pick="" up=""></look>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item*"	"look down and see *item*"
d1 d1	hallway hallway	[input "s"] <check shelf=""> [input "s","y"] <check shelf=""></check></check>	nothing on floor nothing on floor	full full	empty empty	not made casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"
d1	hallway	[input "s","n"] <check shelf=""></check>	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=""></check>	nothing on floor	full	casserole on shelf	casserole made	"There is already	"There is already
d1	hallway	[input "s","y"] <check shelf=""></check>	nothing on floor	full	empty (and is last of the 7	casserole made	"You placed casserole	"You placed casserole
		[input 0   y   colour dissis	Thousand on those		shelves to put casserole on)	oacciolo mago	on the shelf!" - "The	on the shelf!" - "The zombies have destroyed eachother!" - "You win!"
e1	hallway	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	empty- casserole not made		"Ran into a wall"	"Ran into a wall"
e1 e1	hallway hallway	[input "g", "e"] <move east="" one="" room=""> [input "g", "s"] <move one="" room="" south=""></move></move>	nothing on floor nothing on floor	empty empty	empty- casserole not made empty- casserole not made		"Moved into room:" f1 "Moved into room:" e2	"Moved into room:" f1 "Moved into room:" e2
e1	hallway	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	empty- casserole not made		"Moved into room:" d1	"Moved into room:" d1
e1	hallway	[input "b"] <check backpack=""></check>	nothing on floor	empty	empty- casserole not made	empty- casserole not	"Backpack is empty"	"Backpack is empty"

room	room	test [user input] <action></action>	floor state	backpack	shelf state	casserole state	expected outcome	observed outcome
address	type			state	(hallways only)	(hallways only)	·	
e1	hallway	[input "b"] <check backpack=""></check>	nothing on floor	full	empty- casserole not made	made	*current items in backpack print*	*current items in backpack print*
e1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	empty- casserole not	"Backpack is empty.	"Backpack is empty.
e1	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
e1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.
						made	Nothing to drop."	Nothing to drop."
e1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	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 2="" backpack="" from="" item=""></drop>	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 3="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made		"you have dropped *item*"	"you have dropped *item*"
e1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	empty- casserole not	"you have dropped	"you have dropped
e1	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made		*item*" "cannot drop item in this	
						made	room. Already *item* in this room"	room. Already *item* in this room"
e1	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in	"cannot drop item in this room. Already *item* in
e1	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	ompty- cassarala not	this room"	this room" "cannot drop item in this
61	Hallway	[input 1, 3] curop item 3 noni backpacks	something on hoof	iuii	empty- casserore not made	made	room. Already *item* in this room"	room. Already *item* in this room"
e1	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	empty- casserole not made	"cannot drop item in this room. Already *item* in	
							this room"	this room"
e1	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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 don't="" down,="" item="" pick="" up=""></look>	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,="" item="" pick="" up=""></look>	something on floor	empty	empty- casserole not made		"look down and see *item*" - "*item* has	"look down and see *item*" - "*item* has
						made	been added to your	been added to your
e1	hallway	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>empty</td><td>empty- casserole not made</td><td>empty- casserole not</td><td>backpack" "look down and see</td><td>backpack" "look down and see</td></look>	something on floor	empty	empty- casserole not made	empty- casserole not	backpack" "look down and see	backpack" "look down and see
e1	hallway	item> [input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	empty- casserole not made	made empty- casserole not	*item*" "look down and see	*item*" "look down and see
· ·	naay	[pat a , , ] noon domi, plot ap nom	comouning on neor		ompty caccorde not made	made	*item*" - "Backpack is	*item*" - "Backpack is
e1	hallway	[input "d", "n"] <look don't="" down,="" pick="" td="" up<=""><td>something on floor</td><td>full</td><td>empty- casserole not made</td><td></td><td>full, cannot add items" "look down and see</td><td>full, cannot add items" "look down and see</td></look>	something on floor	full	empty- casserole not made		full, cannot add items" "look down and see	full, cannot add items" "look down and see
e1	hallway	item> [input "s"] <check shelf=""></check>	nothing on floor	full	empty	made not made	*item*" "shelf is empty"	*item*" "shelf is empty"
e1	hallway	[input "s","y"] <check shelf=""></check>	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=""></check>	nothing on floor	full	empty	casserole made	"You did not place	"You did not place
e1	hallway	[input "s"] <check shelf=""></check>	nothing on floor	full	casserole on shelf	casserole made	casserole on the shelf." "There is already	casserole on the shelf." "There is already
e1	hallway	[input "s","y"] <check shelf=""></check>	nothing on floor	full	empty (and is last of the 7	casserole made	casserole on this shelf "You placed casserole	casserole on this shelf "You placed casserole
· .	naay	[par o ; y ] temestrone	nouning on noo.		shelves to put casserole	Substitute made	on the shelf!" - "The	on the shelf!" - "The
					on)		zombies have destroyed eachother!" - "You win!"	eachother!" - "You win!"
60	hallman	Figure 1 at 1 a	nothing on floor	a manufu i	amptic acceptals not made	amphy accounts not	"Mayard into recom!" 61	"Mayod into recov!" f1
f2	hallway	[input "g", "n"] <move nortn="" one="" room=""> [input "g", "e"] <move east="" one="" room=""></move></move>	nothing on floor	empty	empty- casserole not made empty- casserole not made		"Moved into room:" f1 "Ran into a wall"	"Moved into room:" f1 "Ran into a wall"
f2	hallway	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	empty- casserole not made		"Moved into room:" f3	"Moved into room:" f3
f2	hallway	[input "g", "w"] <move one="" room="" west=""></move>	nothing on floor	empty	empty- casserole not made		"Moved into room:" e2	"Moved into room:" e2
f2 f2	hallway hallway	[input "b"] <check backpack=""> [input "b"] <check backpack=""></check></check>	nothing on floor nothing on floor	empty	empty- casserole not made empty- casserole not made		"Backpack is empty"  *current items in	"Backpack is empty"  *current items in
						made	backpack print*	backpack print*
f2	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
f2	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made	"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
f2	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made		"Backpack is empty. Nothing to drop."	"Backpack is empty. Nothing to drop."
f2	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made		"you have dropped *item*"	"you have dropped *item*"
f2	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	empty- casserole not	"you have dropped	"you have dropped
f2	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made		*item*" "you have dropped *item*"	*item*" "you have dropped *itom*"
f2	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made		*item*" "you have dropped *item*"	*item*" "you have dropped *item*"
f2	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made			*item*" "cannot drop item in this
40	hallura	Finance Hall HOlls and an ideas of force hands	no mothin fl	<b>6</b> II		made	room. Already *item* in this room"	room. Already *item* in this room"
f2	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	something on floor	Iuli	empty- casserole not made	empty- casserole not made	room. Already *item* in	"cannot drop item in this room. Already *item* in
							this room"	this room"

Zombie Game Testing - Room by Room Results for Each Available User Decision									
room address	room type	test [user input] <action></action>	floor state	backpack state	shelf state (hallways only)	casserole state (hallways only)	expected outcome	observed outcome	
f2	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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", "4"] <drop 4="" backpack="" from="" item=""></drop>	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 "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"	
f2	hallway	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"	
f2	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"	
f2	hallway	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see *item*"	"look down and see  *item*"	
f2	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	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"	
f2	hallway	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	full	empty- casserole not made	empty- casserole not made	"look down and see *item*"	"look down and see *item*"	
f2	hallway	[input "s"] <check shelf=""></check>	nothing on floor	full	empty	not made	"shelf is empty"	"shelf is empty"	
f2	hallway	[input "s","y"] <check shelf=""></check>	nothing on floor	full	empty	casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"	
f2	hallway	[input "s","n"] <check shelf=""></check>	nothing on floor	full	empty	casserole made	"You did not place casserole on the shelf."	"You did not place casserole on the shelf."	
f2	hallway	[input "s"] <check shelf=""></check>	nothing on floor	full	casserole on shelf	casserole made	"There is already casserole on this shelf	"There is already casserole on this shelf	
f2	hallway	[input "s","y"] <check shelf=""></check>	nothing on floor	full	empty (and is last of the 7 shelves to put casserole	casserole made	"You placed casserole on the shelf!" - "The	"You placed casserole on the shelf!" - "The	
					on)			zombies have destroyed eachother!" - "You win!"	
f3	hallway	[input "g", "n"] <move north="" one="" room=""></move>	nothing on floor	empty	empty- casserole not made		"Moved into room:" f2	"Moved into room:" f2	
f3	hallway	[input "g", "e"] <move east="" one="" room=""></move>	nothing on floor	empty	empty- casserole not made		"Moved into room:" g3	"Moved into room:" g3	
f3	hallway	[input "g", "s"] <move one="" room="" south=""></move>	nothing on floor	empty	empty- casserole not made		"Moved into room:" f4	"Moved into room:" f4	
f3 f3	hallway hallway	[input "g", "w"] <move one="" room="" west=""> [input "b"] <check backpack=""></check></move>	nothing on floor nothing on floor	empty empty	empty- casserole not made empty- casserole not made		"Ran into a wall" "Backpack is empty"	"Ran into a wall" "Backpack is empty"	
f3	hallway	[input "b"] <check backpack=""></check>	nothing on floor	full	empty- casserole not made		*current items in	*current items in	
.0	y	[mpar b ] tonoon baonpaon	nouning on noon		ompty oddoororo not made	made	backpack print*	backpack print*	
f3	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	empty- casserole not	"Backpack is empty.	"Backpack is empty.	
f3	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.	
f3	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.	
f3	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	nothing on floor	empty	empty- casserole not made	made empty- casserole not	Nothing to drop." "Backpack is empty.	Nothing to drop." "Backpack is empty.	
f3	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	made	Nothing to drop." "you have dropped	Nothing to drop." "you have dropped	
f3	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	nothing on floor	full	empty- casserole not made	made	*item*" "you have dropped	*item*" "you have dropped	
f3	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>		full	empty- casserole not made	made	*item*" "you have dropped	*item*" "you have dropped	
f3	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	, and the second	full		made	*item*" "you have dropped	*item*" "you have dropped	
			•		empty- casserole not made	made	*item*"	*item*"	
f3	hallway	[input "r", "1"] <drop 1="" backpack="" from="" item=""></drop>			empty- casserole not made	made	room. Already *item* in this room"	this room"	
f3	hallway	[input "r", "2"] <drop 2="" backpack="" from="" item=""></drop>	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"	
f3	hallway	[input "r", "3"] <drop 3="" backpack="" from="" item=""></drop>	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"	
f3	hallway	[input "r", "4"] <drop 4="" backpack="" from="" item=""></drop>	something on floor	full	empty- casserole not made	empty- casserole not made		"cannot drop item in this room. Already *item* in this room"	
f3	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	nothing on floor	empty	empty- casserole not made	empty- casserole not made	"look down and see nothing"	"look down and see nothing"	
f3	hallway	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	nothing on floor	empty	empty- casserole not made		"look down and see nothing"	"look down and see nothing"	
f3	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	empty	empty- casserole not made		"look down and see *item*" - "*item* has been added to your	"look down and see *item*" - "*item* has been added to your	
f3	hallway	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor	empty	empty- casserole not made	empty- casserole not made	backpack" "look down and see *item*"	backpack" "look down and see *item*"	
f3	hallway	[input "d", "y"] <look down,="" item="" pick="" up=""></look>	something on floor	full	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"	
f3	hallway	[input "d", "n"] <look don't="" down,="" item="" pick="" up=""></look>	something on floor		empty- casserole not made	made	"look down and see *item*"	"look down and see *item*"	
f3	hallway	[input "s"] <check shelf=""></check>	nothing on floor	full	empty	not made	"Shelf is empty"	"Shelf is empty"	
f3	hallway	[input "s","y"] <check shelf=""></check>	nothing on floor	full	empty	casserole made	"You placed casserole on the shelf!"	"You placed casserole on the shelf!"	
f3	hallway	[input "s","n"] <check shelf=""></check>	nothing on floor	full	empty	casserole made	"You did not place casserole on the shelf."	"You did not place casserole on the shelf."	

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