

Test 1:

Start the game, and then restart it. The maze should be different then when you started the first time.

Test 2:

Use the following keys a,w,s and d to make sure that the player can move in every direction. Make sure this is done when the player is not going to crash into any walls.

Test 3:

Move the player into an interior maze wall, and make sure the player is unable to walk through the wall.

Test 4:

Move the player into an exterior maze wall, and make sure the player is unable to walk through that wall/out of the maze.

Test 5:

Make sure at least one monster spawns in the maze.

Test 6:

Make sure the player is able to exit the maze.

Test 7: Repeat the following tests for the text based interface.