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| **Defect Name:** Southern Movement defect  **Summary:** Moving south from the first room results in unexpected results.  **Relevant Test Case:** FUN-MOVE-1  **Reproduction Steps:**  1) Start in the first room.  2) Type 'S' and press enter.  **Expected Behavior:** Should be an invalid move  **Observed Behavior:** A message appears stating "You are in a magical land! But you are returned to the beginning!" (Note: The player is returned to the beginning) |
| **Defect Name:** Northern Movement defect  **Summary:** Moving south from the first room results in unexpected results.  **Relevant Test Case:** FUN-MOVE-2  **Reproduction Steps:**  1) Start in the last room.  2) Type 'N' and press enter.  **Expected Behavior:** Should be an invalid move  **Observed Behavior**: A message appears stating "You are in a magical land! But you are returned to the beginning!" (Note: The player is returned to the beginning) |
| **Defect Name:** Input lower case defect  **Summary:** Typing in 'n','s' should be a valid command and equivalent to its upper case component.  **Relevant Test Case:** FUN-INPUT-CAPS-1, FUN-INPUT-CAPS-2  **Reproduction Steps:**  1) Start in the first room.  2) Type 'n' and press enter.  3) Repeat with 's'.  **Expected Behavior:** Should accept the lower case character as valid input and execute the command.  **Observed Behavior:** A message appears stating "What?" meaning the game potentially doesn't recognize the command as lower case. (Note: 'd','i','l' are valid inputs.) |
| **Defect Name:** Help command defect  **Summary:** Typing in 'H' should be a valid command.  **Relevant Test Case:** FUN-HELP-1, FUN-HELP-2  **Reproduction Steps:**  1) Start in the last room.  2) Type 'N' and press enter.  **Expected Behavior:** Should show a list of possible commands and what their effects are.  **Observed Behavior:** A message appears stating "What?" meaning the game potentially doesn't recognize the command. |