

# [TC] Game Config.

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## 1. Room

### condition

Room List

TCCOVER	TCOND	related Item	commend
1	noraml Room		
2	Dark Room	flashlight, light, torch	get (item)
3	Elevator Room	button(in floor), 1, 2, 3, 4	push (item)
4	Excavatable Room	shovel	dig shovel
5	Lockable Room	lock( and any Installable item)	put (installed & room_related item) in lock open lock
6	Obscured Room	fridge, dynamite	push fridge, detonate dynamite,
7	Required Item Room	Any Holdable Item	get (holdable & room_related item item)

Room relate

TCCOVER	TCCOVER	TCOND
8	All rooms are connected.	All rooms are connected.
9	There is an unconnected room.	
10	There are rooms connected in the same direction.	Connected rooms have no logic errors
11	Only one room is connected in one direction.	

### TestCase

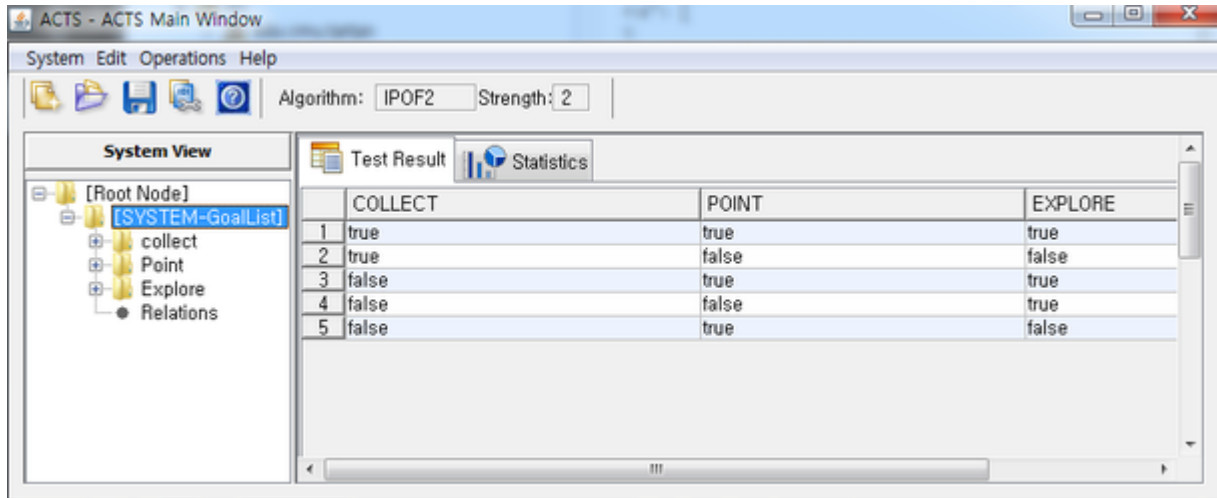
TC	TCCOVER	in	expected
1	noraml Room	N/A	OK
2	Dark Room	no related item (flashlight, light, torch) in game	NG
3	Dark Room	related item (flashlight, light, torch) in game	OK
4	Elevator Room	c1. number of related floor room != number of 1~4 button	NG
5	Elevator Room	c2. related floor room is zero	NG
6	Elevator Room	c3. some 1~4 button has same releated floor room	NG
7	Elevator Room	c4. RestrictedFloor >= floor room or RestrictedFloor <0	NG
8	Elevator Room	!(C1, C2, C3, C4)	OK
9	Excavatable Room	exit (no hidden) shovel in game & have excavatableRevealableItems	OK

10	Excavatable Room	no excavatableRevealableItems	NG
11	Excavatable Room	no shovel in game	NG
12	Lockable Room	No room related time (e.g key)	NG
13	Lockable Room	No lock in game	NG
14	Lockable Room	lock in Movable room in lockable room installed & room_related item in Movable room in lockable room	OK
15	Obscured Room	No obscuring Item ( e.g fridge, dynamite )	NG
16	Obscured Room	No (obscuring setted) itme in game	NG
17	Obscured Room	obscuring Item is in rooms & items	OK
18	Required Item Room	set room related item that is not holdable	NG
19	Required Item Room	set room related item that is holdable and it is in game	OK
20	All rooms are connected.		OK
21	There is an unconnected room.		NG
22	There are rooms connected in the same direction.		NG
23	Only one room is connected in one direction.		OK

## 2. Goal

### condition

collect, Explore, Point goal



Add invalid condition

6. false/false/false

### TestCase

TC	TCCOVER	in	expected
1	6	no goal	NG
2	1	Collect + Point + explore	OK
3	2	Collect	OK

4	3	Point + explore	OK
5	4	explore	OK
6	5	Point	OK