This script is for part 1 of project 1 only.

Version: 0.97

Starting server at port 44440

Starting clients: 0 1

Testing client 0 : login mario PASS

Testing client 0 of server reply FAIL

Expect: Welcome to the tiny world of warcraft

But get nothing

Testing client 0 of server reply FAIL

Expect: mario: location=(20,20), HP=40, EXP=0

But get nothing

Testing client 1 : login mario PASS

Testing client 1 of server reply FAIL

Expect: A player with the same name is already in the game

But get nothing

Testing client 1 : move east PASS

Testing client 1 of server reply FAIL

Expect: You must log in first

But get: Exception in thread Thread-2:

Testing client 1 : login peach PASS

Testing client 1 of server reply FAIL

Expect: Welcome to the tiny world of warcraft

But get: Traceback (most recent call last):

Testing client 1 of server reply FAIL

Expect: mario: location=(20,20), HP=42, EXP=0

But get: File "threading.py", line 801, in \_\_bootstrap\_inner

Testing client 1 of server reply FAIL

Expect: peach: location=(20,20), HP=33, EXP=0

But get: File "threading.py", line 754, in run

Testing client 0 of server reply FAIL

Expect: peach: location=(20,20), HP=33, EXP=0

But get nothing

Testing client 0 : move east PASS

Testing client 1 of server reply FAIL

Expect: mario: location=(23,20), HP=43, EXP=0

But get: File "client.py", line 112, in recvMsg

Testing client 0 of server reply FAIL

Expect: mario: location=(23,20), HP=43, EXP=0

But get nothing

Testing client 1 : login peach PASS

Testing client 1 of server reply FAIL

Expect: You already logged in

But get: TypeError: 'NoneType' object is not callable

Testing client 1 : move east PASS

Testing client 1 of server reply FAIL

Expect: peach: location=(23,20), HP=35, EXP=0

But get:

Testing client 0 of server reply FAIL

Expect: peach: location=(23,20), HP=35, EXP=0

But get nothing

Testing client 1 : move north PASS

Testing client 1 of server reply FAIL

Expect: peach: location=(23,17), HP=36, EXP=0

But get nothing

Testing client 0 of server reply FAIL

Expect: peach: location=(23,17), HP=36, EXP=0

But get nothing

Testing client 1 : login peach PASS

Testing client 1 of server reply FAIL

Expect: You already logged in

But get nothing

Testing client 1 : attack mario FAIL

Expect: [ 04 00 10 05 6d 61 72 69 6f ]

But get nothing.

Testing client 0 : speak I come for peace! PASS

Testing client 1 of server reply FAIL

Expect: mario: I come for peace!

But get nothing

Testing client 0 of server reply FAIL

Expect: mario: I come for peace!

But get nothing

Testing client 1 : move south PASS

Testing client 1 of server reply FAIL

Expect: peach: location=(23,20), HP=38, EXP=0

But get nothing

Testing client 0 of server reply FAIL

Expect: peach: location=(23,20), HP=38, EXP=0

But get nothing

Testing client 1 : attack mario FAIL

Expect: [ 04 00 10 05 6d 61 72 69 6f ]

But get nothing.

Testing client 1 : move west PASS

Testing client 1 of server reply FAIL

Expect: peach: location=(20,20), HP=38, EXP=0

But get nothing

Testing client 0 of server reply FAIL

Expect: peach: location=(20,20), HP=38, EXP=0

But get nothing

Testing client 0 : move west PASS

Testing client 1 of server reply FAIL

Expect: mario: location=(20,20), HP=47, EXP=0

But get nothing

Testing client 0 of server reply FAIL

Expect: mario: location=(20,20), HP=47, EXP=0

But get nothing

Testing client 0 : attack peach PASS

Testing client 1 of server reply FAIL

Expect: mario damaged peach by 17. peach's HP is now 23

But get nothing

Testing client 0 of server reply FAIL

Expect: mario damaged peach by 17. peach's HP is now 23

But get nothing

Testing client 1 : speak this is a very long long long long message, but still shorter than 256 bytes. PASS

Testing client 1 of server reply FAIL

Expect: peach: this is a very long long long long message, but still shorter than 256 bytes.

But get nothing

Testing client 0 of server reply FAIL

Expect: peach: this is a very long long long long message, but still shorter than 256 bytes.

But get nothing

Testing client 1 : speak 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 X FAIL

Expect: [ 04 01 04 07 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 58 ]

But get nothing.

Testing client 0 : logout PASS

Testing client 1 of server reply FAIL

Expect: Player mario has left the tiny world of warcraft

But get nothing

Testing client 1 : logout PASS

Your client only passes 17 of 20 command test cases, and 0 of 35 server reply tests.

Now testing exception handling.

Testing connect failure: FAIL

Expect: The gate to the tiny world of warcraft is not ready.

But get: Traceback (most recent call last):

File "client.py", line 205, in <module>

File "client.py", line 9, in \_\_init\_\_

File "socket.py", line 228, in meth

socket.error: [Errno 111] Connection refused

[4508] Failed to execute script client

Testing server disconnect: FAIL Client didn't exit after connect failure

Testing malformed packet case: an invalid version: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: a truncated last packet: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: a packet not 4byte aligned: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid player name: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid speak message: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid location: FAIL Client didn't exit after a malformed server packet.

npass: 17

rpass: 0

fpass: 0

Points: 24.7