\* This script is for Project 1B.

\* Version: 0.8 for final grading!

\* Using server server port: 41131

\* Time allowance for most tests is 1.000000

\* Starting tests...

\* IP address of the NIC: 127.0.1.1

\* connection test using the host's real IP address: PASS

\* Login command test: PASS

\* Invalid state test (speak/move before login): PASS

\* Invalid state test (login after login): PASS

\* Duplicated login test: PASS

\* Move command test: PASS

\* HP regeneration test: PASS

\* Speak command test (100 bytes + null): PASS

\* Speak command test (254 bytes + null): PASS

\* Now testing the attack command.

\* This may take long since we move players.

Player1 loc: (17,89)

Player2 loc: (21,64)

Player1 moves east 1 times

Player1 moves south 25 times

\* Attack command test.: PASS

\* Logout command test: PASS

\* Player data persistency test (normal logout): PASS

\* Player data persistency test (client crash): PASS

\* Exception test (invalid version): PASS

\* Exception test (invalid length): PASS

\* Exception test (invalid msg type): PASS

\* Exception test (invalid move direction): PASS

\* Exception test (invalid player name): PASS

\* Exception test (invalid speak message): PASS

\* Exception test (emulating a slow link): PASS

\* Exception test (truncated last packet): PASS

\* Performance test (speak messages by 5 clients): PASS

\* Performance test (speak messages by 10 clients): PASS

\* Performance test (speak messages by 20 clients): PASS

\* Finished all the tests.

Function tests (13): 130/130

Exception tests (8): 80/80

Performance tests (3): 30/30

Earned 240 out of 240

Points: 100.0