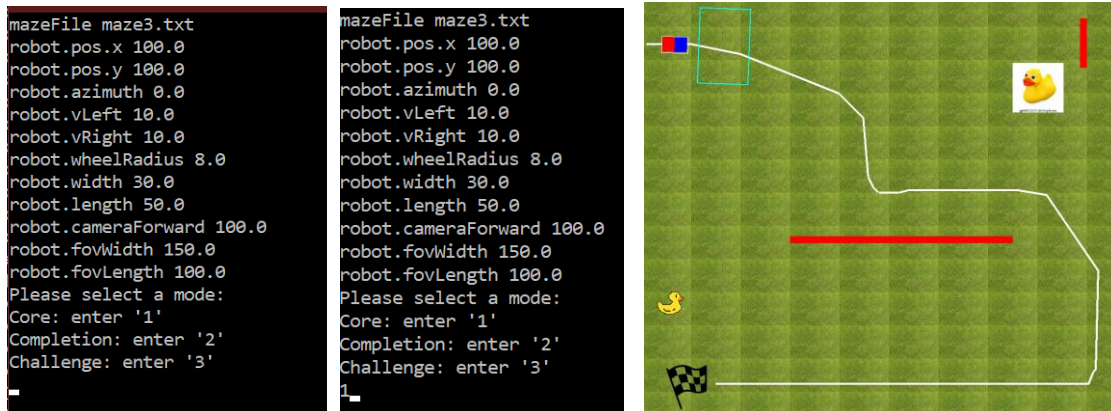


What is being tested	Input	Expected Output	Actual Output
UI input to get Core	1	Opens to the core maze and starts running the core code.	Opens to the core maze and starts running the core code.
UI input to get Completion	2	Opens to the completion maze and starts running the completion code.	Opens to the completion maze and starts running the completion code.
UI input to get Challenge	3	Opens to the challenge maze and starts running the challenge code.	Opens to the challenge maze and starts running the challenge code.

What is being tested	Input	Expected Output	Actual Output
UI input to get Core	1	Opens to the core maze and starts running the core code.	Opens to the core maze and starts running the core code.

When the robot.cpp boots up after server3.cpp has been executed, a UI will come up and ask for the user's input. This test is to check that by entering 1 will make the code shift to the core maze and start executing the code to complete this maze.



This executes the same way upon each run of the code.

What is being tested	Input	Expected Output	Actual Output
UI input to get Completion	2	Opens to the completion maze and starts running the completion code.	Opens to the completion maze and starts running the completion code.

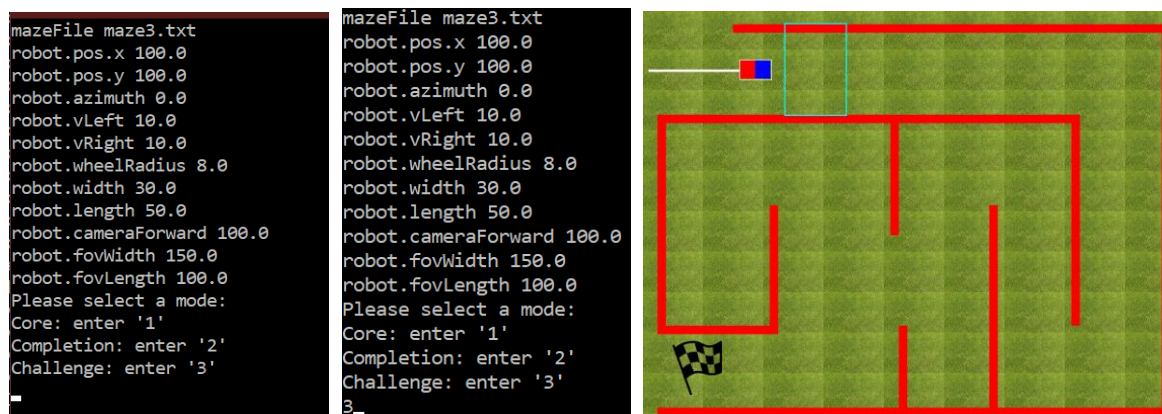
When the robot.cpp boots up after server3.cpp has been executed, a UI will come up and ask for the user's input. This test is to check that by entering 2 will make the code shift to the completion maze and start executing the code to complete this maze.



This has the correct output each time.

What is being tested	Input	Expected Output	Actual Output
UI input to get Challenge	3	Opens to the challenge maze and starts running the challenge code.	Opens to the challenge maze and starts running the challenge code.

When the robot.cpp boots up after server3.cpp has been executed, a UI will come up and ask for the user's input. This test is to check that by entering 3 will make the code shift to the challenge maze and start executing the code to complete this maze.



This has the correct output every time it is executed.