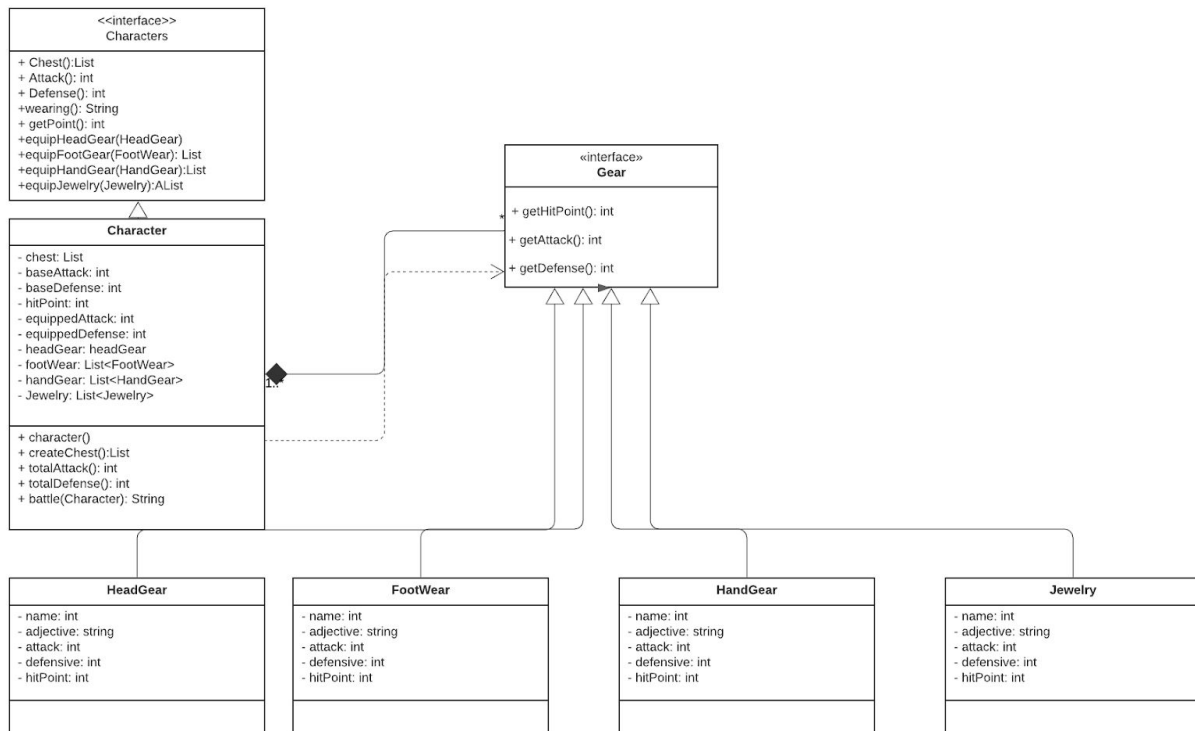


## UML Diagram



# Testing

Testing HeadGear Class		Expected Value
Headgear Name	toString()	"Hat of valor"
Constructor disallows empty string value	HeadGear(1,10,"",20)	IllegalArgumentException
Constructor disallows out of range value	HeadGear(-1,"valor",20)	IllegalArgumentException
Attack	getAttackPower()	0
Defense	getDefensePower()	20
Hitpoint	getHitPoint()	10

Gear headGear = new HeadGear(1,10, "valor",20)

Testing FootGear Class		Expected Value
Footgear Name	toString()	"Hoverboard of Heft"
Constructor disallows empty string value	HeadGear(1,10,,",20)	IllegalArgumentException
Constructor disallows out of range value	HeadGear(-1,10,"valor",20)	IllegalArgumentException
Attack Power	getAttackPower()	20
Defense Power	getDefensePower()	0
Hitpoint	getHitPoint()	10

Gear footGear = new FootGear(1,10, "Heft",20)

Testing HandGear Class		Expected Value
Handgear Name	toString()	"Ring of shock"

Constructor disallows empty string value	HeadGear(1,"",20)	IllegalArgumentException
Constructor disallows out of range value	HeadGear(-1,"shock",20)	IllegalArgumentException
Attack Power	getAttackPower()	20
Defense Power	getDefensePower()	2
Hitpoint	getHitPoint()	10

Gear handGear = new HandGear(1,10, "shock",20,2)

Testing Jewelry Class		Expected Value
Jewelry Name	toString()	"amulet of flames"
Constructor disallows empty string value	HeadGear(1,"",20)	IllegalArgumentException
Constructor disallows out of range value	HeadGear(-1,"flames",20)	IllegalArgumentException
Attack Power	getAttackPower()	20
Defense Power	getDefensePower()	2
Hitpoint	getHitPoint()	10

Gear jewelry = new Jewelry(1,10, "flames",20,2)

Testing Character Class		Expected Value
Illegal Equip of footwear	equipHeadgear(handgear)	IllegalStateException)
Calculate Total Attack	totalAttack()	20
Calculate Total Defense	totalDefense()	22
Costume details	toString()	"Hat of valor with Ring of shock "
Hitpoint	getHitPoint()	20

Characters character = new Character(20);  
equipHeadgear(headgear);

```
equipHandgear(handgear);
```