

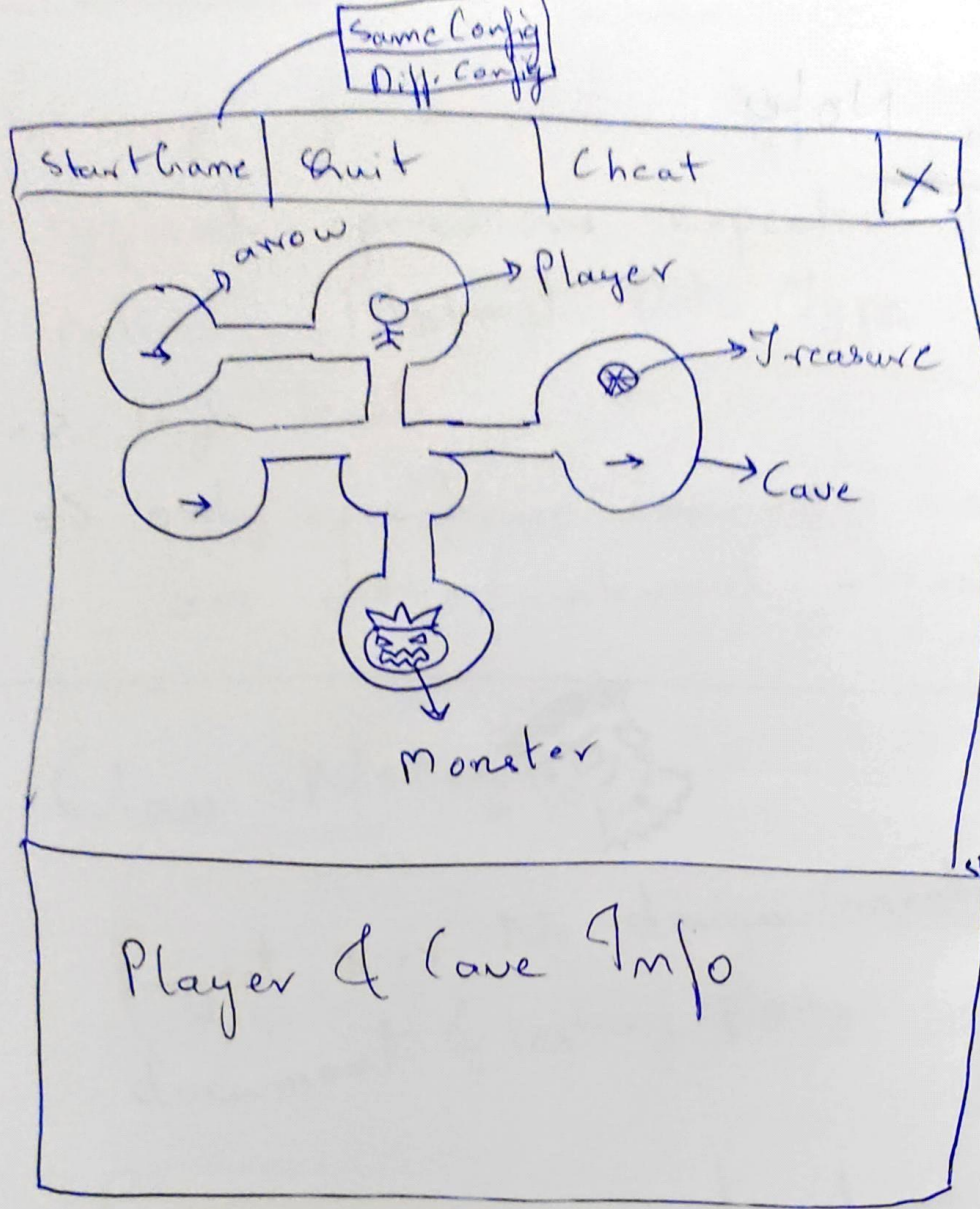
Model Changes, Testing Plan – Project 5

DungeonImpl class:

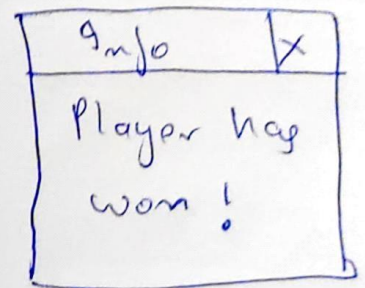
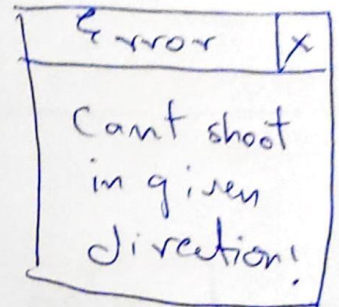
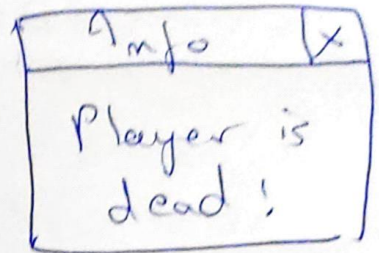
- Reset() method
 - Test that cave adjacency configuration was unchanged
 - Test that treasure percent is the same
 - Test that arrow percent is the same
 - Test that number of monsters are the same
 - Test that start and end caves are same

DungeonPlayer class:

- Reset() method
 - Test that player is placed back at start location
 - Test player is alive if he was dead before reset
 - Test player treasures are discarded
 - Test player has 3 arrows



Popups:



Configuration Menu.

Settings | X

Name

Rows

Columns

No. of monsters

Interconnections

Treasure %

OK

⇒ Error

