Testing Plan

Unit test
This will be done every time before a task/issue is implemented, i.e each class will have its own unit test done with it. Or the movement of any entity will also elicit unit testing for it. Since this is only testing each separate functionality, this can easily be done each time a code is implemented

Integration test
This can be done in conjunction with unit testing. Though we will preferably do it after a majority of the dungeon is completed as this enables us to include a wide range of aspects of the program's functionality into the test. Additionally, since we are further into the assignment, we would all have an idea of how each functionality is coded and are able to do white box testing.

A guide on how we are going to be writing this each time we progress through the task diagram is that we will look at our task diagram and once we finish a branch, we will check for the all-previous dependency and create more test based on that.

System test
Since this is abstracted, we would complete writing some system test before hand and as well as after we have completed implementing the whole dungeon mania we will come back and write more system test.

Additionally, considering that we also have access to the frontend of the game, we will also run the program against the front end and check that the program runs as intended with different configuration and dungeon files.