

## Testing Plan for MileStone 4

### AttackPlayerTestView.java

```
testingAttackByPoke ()
testingAttackByItem ()
testAttackWithUnavailableWeapon ()
testingRemovingItemAfterAttack ()
testingTargetDifferentSpace ()
testingAttackPlayersSameSpace ()
```

### ControllerGameOverTest.java

```
testingGameOverTurnExhausted ()
testingGameOverPlayerWin ()
```

### ControllerKeyPressTest.java

```
testingPressingMandNotMoving ()
testingPressingMandMoving ()
testingPressingLandNotLookingAround ()
testingPressingLandLookingAround ()
testingPressingAandNotAttacking ()
showAttackDialog ()
testingPressingAandAttacking ()
testingPressingPandNotPicking ()
testingPressingPandPicking ()
testingPressingQandNotQuitting ()
testingPressingQandQuitting ()
```

### ControllerLookAroundTest.java

```
testingLookAround ()
```

### ControllerSetupPanelTest.java

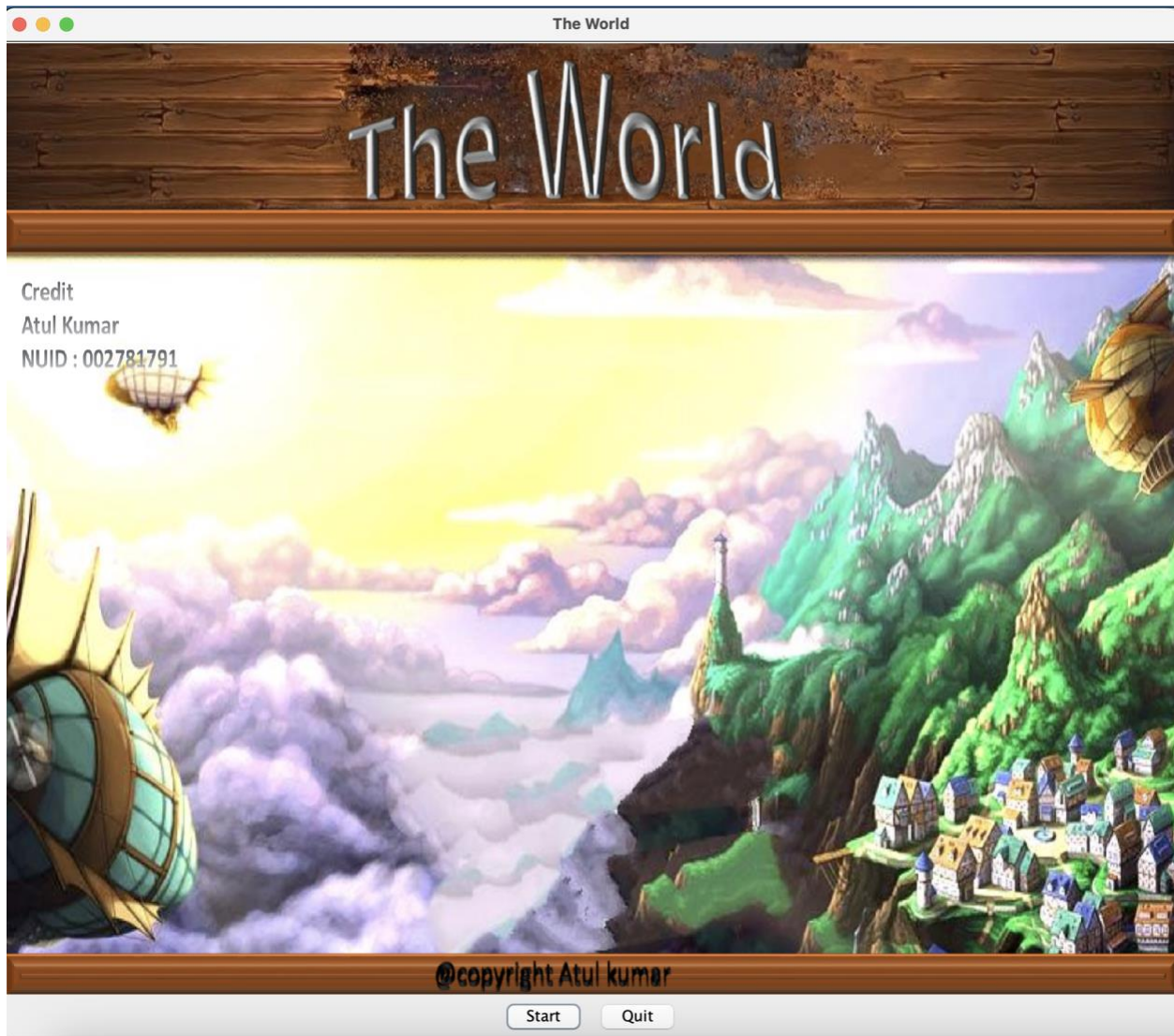
```
testStartingGameWithoutAddingPlayers ()
testStartingGameWithoutAddingTurn ()
testStartingGameAfterAddingTurnAndPlayers ()
testAddingPlayers ()
testAddingTurn ()
```

### ControllerWelcomePanelTest.java

```
testSetUpGame ()
testStartGameWithCurrentSpecification ()
testStartGameWithNewSpecification ()
```

```
GameMockPanel.java
SetupMockPanel.java
TheWorldMockController.java
TheWorldMockModel.java
TheWorldMockView.java
WelcomeMockPanel.java
```

[View Sketch](#)







The World

# The World

Credit

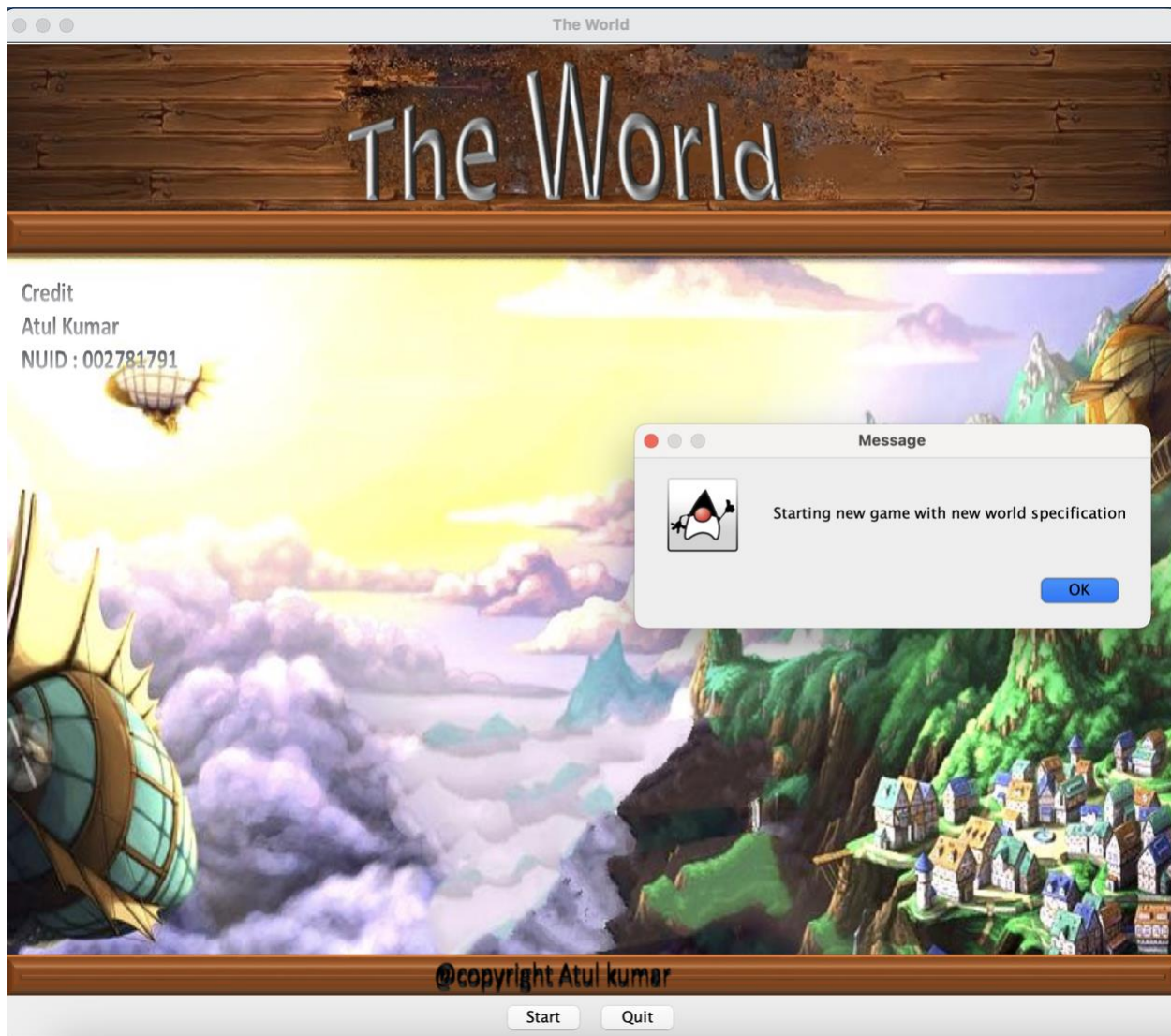
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Start New Game (Current World)  
Start New Game (New World)



Add Player

Player Name:

Player Type:

HumanComputer

No of Weapons:

Space to Enter:

Armory

Add

Setup

Begin Game

Add Player

Add Turns

Game Setup

Players ::

Player Name : Atul

Player Type : HUMAN

Player Room : Armory

Weapons Allowed : 5

Player Name : Aran

Player Type : COMPUTER

Player Room : Billiard Room

Weapons Allowed : 5

Maximum Turns Allowed :: 6

Begin Game

Add Player

Add Turns

