Testing Plan for "The World" board game

Board.java class

setGrid(Grid)

1. Test if Grid is valid or not, shouldn't be negative and shouldn't be greater than INTEGER.max() value. Throws InvalidArgunmentException for negative values of rows and columns.

getGrid() : Grid

1. Test if returns object of type Grid

getPerson()

1. Test if returns object of type Person

getRooms()

1. Test if returns object of type Room

getWeapons()

1. Test if returns object of type Weapon

findNeigbours(Room)

1. Test if returning valid neighbors

toString() : String
equals() : Boolean
hascode() : int

1. Testing valid values are returned by the above function

Person.java class

getName() : String

1. Test if name is valid

decreaseHealth(int) : void

1. Health shouldn't be negative
2. Should return correct value after decrease in health.

RoomType.java class

getUpperLeftCorner(): Coordinate

getLowerRightCorner(): Coordinate

setNeighbor(List<Room>): void
getNeighbors() : List<Room>
getName() : String

1. Test if valid coordinates. Shouldn't exceed the value of the grid coordinates.
2. Test if valid neighbor and it's coordinates

WeaponType.java class

setRoomIndex(int): void
getRoomIndex(): int
getDamageValue(): int
setDamagevalue(int) : void
getWeaponName() : String
setWeaponName(String) : void

1. Test if valid room index.
2. Test if valid damage value.

Grid.java class

setRows(int) : void
setColumn(int) : void

toString(): String
hashCode(): int

1. Test if Grid is valid or not, shouldn't be negative and shouldn't be greater than INTEGER.max() value. Throws InvalidArgunmentException for negative values of rows and columns.
2. Test toString and hasCode methods

Coordinate.java class

setRow(int) : void
setColumn(int) : void

getRow() :
getColumn() : int

1. Test if valid rows and columns
2. Test if valid type