

ESOF 322 Tests – A3 – Matthew Rohrlach

Verification was performed by instantiating test objects of the requisite classes. The test objects were run through a coverage of use cases. After each action, an `assertSame()` call was used to verify the correctness of the action (relative to an expected, known result).

Objects tested were all instantiated on the spot. All fields that were not in direct use were left unchanged by the test class.

A. class “Door”

methods:

1. “enter”
 - Test the ability of a door to be passed through in all use cases
 - Tested with status checks of a player passing through a door.
 - Verified correctness through assert of expected status.

B. class “Player”

methods:

1. “go”
 - Test the ability of a player to ‘go’ in a direction
2. “pickUp”
 - Test the ability of a player to retrieve items from the ground, and the placement of those items in the player’s inventory
3. “drop”
 - Test the ability of a player to drop items, and the whereabouts of those items in both the inventory of the player and at the player’s location.

C. class “Room”

methods:

1. “addItem”
 - Test the ability of a room to take in items, and the associated stats of that room.
2. “removeItem”
 - Test the ability of the room to delete items from its inventory.
3. “enter”

- Test the ability of a room to be entered by a player, and the status reported.
4. "exit"
- Test the ability of a room to be left by a player.