

## Test Plan:

### Controller Tests:

1. Test if startNewGame returns a new random model with the given input parameters used for construction.
2. Test invalid inputs to the controller on call to start new game:
  - Row
  - Column
  - Percentage
  - Difficulty
  - Enable Wrap
  - Interconnectivity
3. Test if play game makes the controller visible using a mock.
4. Test if restart game creates a new model using function calls on old model and resets the view using mocks.
5. Test if on call to reset game, the controller calls get generation sequence and uses it to construct a new model and then refresh the view, using mocks.
6. Test if quit game calls dismiss on the view using mocks.
7. Test that when model does throw an error on calls to commands: shoot, move, etc, the controller refreshes the view.
8. Test that when model throws Illegal Args Exception on call to commands, the controller performs no operations on the view.
9. Test that when illegal state exception is thrown by the model on call to commands, a message is displayed to the view.

### Model Tests:

1. Test newly added moveToLocation method.
2. Test moving monster follows player until it dies when it first meets him.
3. Test Thief steals from player when at same location.
4. Test that undiscovered pits decrease health by 2 on arrival.
5. Test that signs of pits are correct.