Testing Plan:

1. Monster in end cave
2. No monster in start cave
3. No monster in a tunnel
4. Total number of monsters is as expected
5. Distance based tests on less pungent smell
6. Distance based tests on more pungent smell
7. Test player has 3 arrows at start
8. Test less pungent on monster 2 steps away
9. Test more pungent on 2 monsters 2 steps away
10. Test more pungent on 1 monster 1 step away
11. Test correct percentage distribution of arrows
12. Test shoot status
13. Test arrow traversals
14. Test arrow through cave
15. Test arrow through tunnel
16. Test if arrow stops as expected at end of distance
17. Test if arrow hits monster
18. Test if monster is injured
19. Test if monster dies
20. Test treasures pick up
21. Test items pick up
22. Test if game is over on player death
23. Test 50% chance of death when player enters a cave with an injured monster
24. Test player death on entry to cave with a monster
25. Test that arrows are found in both caves and tunnels
26. Test if player wins
27. Controller tests