Battles

These tests will be split into the following scenarios:
- Player vs enemy (no items)
- Battles that occur while the player is invincible
- Battling with items
- Battling multiple enemies at a time
- Testing the durability of weapons

Most of these will be written as black-box tests, however there are some exceptions for battle calculations such as player/enemy health while a player is invincible during a battle. These will be written as white-box tests. The black box tests act as integration tests as it heavily relies on enemy movement to initiate some battles.

Enemy movement

Zombie Toasts
Zombies were tested in the following scenarios:
- Moving randomly in an open area
- Moving while surrounded by locked doors and walls
- Moving randomly while next to a wall
    - The zombie should either move to another position or remain in its current position. It should never move to a position where a wall exists.

These tests were done as system tests.

Mercenaries
Mercenaries were tested in the following scenarios:
- Moving towards the player when the mercenary has clear line of sight
- The mercenary not moving when it no longer has a path to the player
- The inability to move past locked doors
- Moving around walls
- Moving randomly when the player is invisible
- Moving away from an invincible player

These tests were done as system tests.

Hydras
Hydras act almost similarly to zombie toasts and so the hydra tests will be similar to the zombie toasts' tests. Hydras were tested in the following scenarios:
- Moving while surrounded by locked doors and walls
- Moving in an open area
- Moving randomly while next to a wall

- ○ The zombie should either move to another position or remain in its current position. It should never move to a position where a wall exists

These tests were done as system tests.

Assassins
Assassins act almost similarly to mercenaries and so the assassin tests will be similar to the mercenaries' tests. Assassins were tested in the following scenarios:
- Moving towards the player when the assassin has clear line of sight
- The assassin not moving when it no longer has a path to the player
- The assassin not being able to move past locked doors
- Moving around walls
- Moving towards the player in recon radius while the player is invisible
- Moving away from the player while the player is invincible

These tests were done as system tests.

Bribing test plan:
- Mercenary:
  - Bribe with not enough gold and no sceptre
  - Bribe out of radius
  - Bribe with gold, gold out of inventory, merc now ally
  - Bribe with sceptre out of radius, merc now ally, wait until effect wears off
  - Bribe with sceptre out of radius, merc now ally, mind control again and then wait until effect wears off
  - ○
- Assassin:
  - Bribe with not enough gold and no sceptre
  - Bribe out of radius
  - Bribe with sceptre out of radius
  - Bribe with sceptre and wait until effect wears off
  - Bribe with gold fail rate set, randomness seeded