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ARPEGGIO Testing Documentation

1. Unit Testing
   1. Game.java
      1. Correctly constructs the Game object
      2. Correctly makes a new game, asking for a name
      3. Correctly loads all of the master weapon and armor lists from provided .txt files
   2. Armor.java
      1. Correctly constructs the Armor object
      2. Getters and setters work correctly
      3. Correctly adds the protagonist’s defense stat to boost damage block
      4. Correctly calculates damage mitigation
      5. .equals() and .toString() function as specified
   3. Weapon.java
      1. Correctly constructs the Weapon object
      2. Getters and setters work correctly
      3. Correctly calculates damage dealt
      4. .equals() and .toString() function as specified
   4. Protagonist.java
      1. Correctly constructs the Protagonist object
      2. Getters and setters work correctly
      3. Correctly increments experience into Protagonist
      4. Correctly checks if the Protagonist has enough experience to level up
         1. Correctly increments stats if it does level up
   5. Inventory.java
      1. Correctly constructs the Inventory object
      2. Getters and setters work correctly
   6. Story1.java
      1. Correctly constructs the story
      2. Correctly advances the tutorial and reads in .txt character art
2. Code
   1. Submitted as JUARPEGGIOTest.java
3. User Acceptance Testing
   1. Pressing “ENTER” to advance story functions correctly
   2. GUI buttons correctly focused
   3. Only certain GUI buttons active during fight
   4. Story art displays correctly