Model Testing

Model testing tests the functionality of the model.

Test	Observation	Results
Game ends when player encounters Wumpus	Wumpus was ending up in the tunnel.	Fixed issue
Game ends when player enters pit	Test starting and going to pit.	Resolved
Player gets whisked away by superbat	Make sure superbat cannot whisk the player to the tunnel.	Resolved
Event of player getting to room with superbat and pit	Produce a message when a player dies after being whisked away.	Resolved
Test player smells wumpus and pit	Done while navigating in other test cases.	Resolved
Test player wraps around tunnels	Done while navigating in other test cases.	Resolved
Test player can shoot arrow to desired location	Stand at one location and shoot in multiple directions.	Resolved

Controller Testing

With a mock model, test the controller reads inputs correctly and transmits inputs to the model correctly.

Test	Results
action()	Resolved
playerType()	Resolved
playerLocation()	Resolved
playerMoves()	Resolved
htwLocations()	Resolved
placePlayer()	Resolved
movePlayer()	Resolved