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| Class: KillDoctorLucky | | |
| Testing ifFileIsInvalid | Input | Expected Value |
| the path is invalid | new KillDoctorLuckyImpl(path) | throw FileNotFoundException |
| Testing construction and testing getMethod | Input | Expected Value |
| a specification file | KillDoctorLuckyImpl(Specification File) | values in file |
| Testing moveTargetCharacter() | Input | Expected Value |
| move target character | killDoctorLucky.moveTargetCharacter() | 1 |
| Testing getSpaceNameByIndex() | Input | Expected Value |
| get 0-index space name | killDoctorLucky.getSpaceNameByIndex(0) | "Armory" |
| Testing getItemsBySpaceIndex() | Input | Expected Value |
| get 0-index space's items | killDoctorLucky.getItemsBySpaceIndex(0) | "Revolver" |
| Testing getNeighborsBySpaceIndex() | Input | Expected Value |
| get 0-index space's neighbors | killDoctorLucky.getNeighborsBySpaceIndex(0) | "Billiard Room, Green House, Hedge Maze" |
| Class: Item | | |
| Testing construction and getName() | Input | Expected Value |
| create an item | new Item("Crepe Pan", 8, 3) | "Crepe Pan" |
| Testing construction and getPosition() | Input | Expected Value |
| create an item | new Item("Crepe Pan", 8, 3) | 8 |
| Testing construction and getDamage() | Input | Expected Value |
| create an item | new Item("Crepe Pan", 8, 3) | 3 |
| Class: Space | | |
| Testing construction and getName() | Input | Expected Value |
| create a space | new Space(0, "Armory", [22,19,23,26]) | "Armory" |
| Testing construction and getPoints() | Input | Expected Value |
| create a space | new Space(0, "Armory", [22,19,23,26]) | [22,19,23,26] |

| Testing addItem and getItem() | Input | Expected Value |
|--|---|------------------|
| call getItem before addItem | | [] |
| call getItem after call addItem once | addItem(item1) | [item1] |
| call getItem after call addItem twice | addItem(item1) addItem(item2) | [item1, item2] |
| Testing isNeighbor() | Input | Expected Value |
| the points of space is [26, 13, 27, 18] | [22, 13, 25, 18] | TRUE |
| the points of space is [22,19,23,26] | [16, 3, 21, 10] | FALSE |
| Testing addNeighbor() and getNeighbors() | Input | Expected Value |
| call getNeighbors before addNeighbor | | [] |
| call getNeighbors after call addNeighbor once | addNeighbor(space1) | [space1] |
| call getNeighbors after call addNeighbor twice | addNeighbor(space1) addNeighbor(space2) | [space1, space2] |
| Class: DoctorLucky | | |
| Testing construction and getName() | Input | Expected Value |
| create the doctor lucky | new DoctorLucky(50, "DoctorLucky") | "DoctorLucky" |
| Testing move() and getCurrentSpaceIndex() | Input | Expected Value |
| create the doctor lucky and move | new DoctorLucky(50, "DoctorLucky") move() | 1 |
| Testing getHealth() | Input | Expected Value |
| call getHealth | new DoctorLucky(50, "DoctorLucky") | 50 |