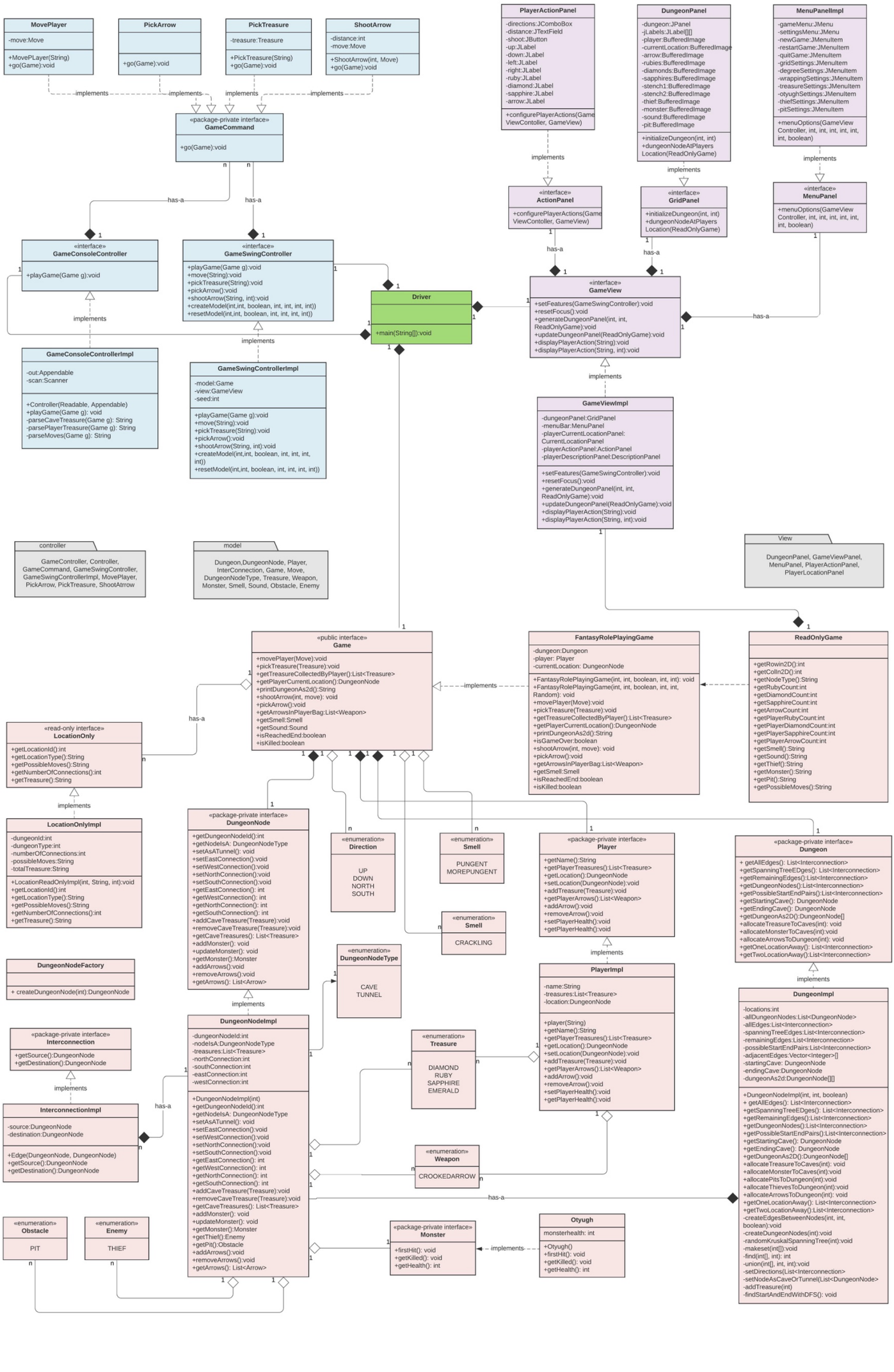
Project 05 - Dungeon and Dragons Game MVC



TESTING PLAN

Testing the model for features added for extra credit:

Testing	Input	Expected Output
Number of pits allocated to the dungeon	Wrapping or Non-Wrapping Dungeon, number of pits	Number of pits is equal to the specified number if it's lesser than the caves or the number is equal to caves
Pits allocated only in the caves	Wrapping or Non-Wrapping Dungeon, number of pits	Pits only allocated in caves
Player survives and escapes the pit	Player, Treasure List with one item each in the bag	Player doesn't fall into the pit
Player doesn't survive and falls in the pit	Player, Treasure List with empty bag	Player falls into the pit
Sound when player is one location away from pit	Player, Current Location, Dungeon	Crackling sound when one location away
Number of thieves allocated to the dungeon	Wrapping or Non-Wrapping Dungeon, number of thieves	Number of thieves is equal to the specified number
Thieves allocated only in the tunnels	Wrapping or Non-Wrapping Dungeon, number of thieves	Thieves only allocated in tunnels
Player comes across thief and doesn't escape within 5 seconds	Move Player, Dungeon	Players loses arrows and treasure items
Player comes across thief and escapes within 5 seconds	Move Player, Dungeon	Players doesn't lose arrows or treasure items
If pits is less than 0 or greater than 10	Number of pits	throw IllegalStateException
If thieves is less than 0 or greater than 10	Number of thieves	throw IllegalStateException

Testing the methods on model and view with their mocks:

Testing	Input	Expected Output
Start New Game	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Restart Game	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Player moving in the dungeon	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Player picking treasure items	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Player picking arrows	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Player shooting arrows	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Player losing or winning and game status updates	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Player actions	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence
Player Description	Mock Model, Mock View	View methods, model methods and panel updation called in a sequence