

Testing Plan

Class Mansion

Testing Methods	Input	Expected Value
getRoomInfoByRoomNumber()	2	RoomInfo of room No.2
getRoomInfoByRoomNumber()	2	RoomInfo of room No.2

Class Player

Testing Methods	Input	Expected Value
getIndexOfPlayer()		1
setIndexOfPlayer()	1	1
getName()		"player1"
setName()	"player1"	"player1"
action()	move	updated RoomInfo after moving
	stay	updated RoomInfo after moving
attack()	weapon power	updated TargetCharacter
equals() and hashCode()		

Class RoomInfo

Testing Methods	Input	Expected Value
getNeighbors()	2	[0, 1, 3, 21]
getRoomName()	3	Kitchen
getWeapons()	4	[Weapon letterOpener]

Class TargetCharacter

Testing Methods	Input	Expected Value
getName()		"Doctor Lucky"
getHealth()		30
setHealth()	20	20
move()	3	updated RoomInfo after moving

Class Weapon

Testing Methods	Input	Expected Value
getPower()		3
getName()		"Sharp Knife"
getBelongRoomNumber()		8
equals() and hashCode()		

Class World

Testing Methods	Input	Expected Value
updateTarget()		updated TargetCharacter
updatePlayer()		updated Player
setIndexOfLastPlayer()	2	2
ifGameOver()	health=0	TRUE
	health=1	FALSE
playNextRound()		TargetCharacter.currentLocation.roomNumber+=1
		indexOfLastPlayer updated