



# Testing Plan

## **Added Tests to DungeonModelImpl:**

testnumOtyughs()  
testShootFail()  
testShoot()  
testShootBentTunnel()  
testShootStraightCave()  
testShootWrongDistance()  
testGameOverKilled()  
testEscapeOtyugh()  
testGameOverWin()

## **Tests for DungeonControllerImpl:**

testConstructorFail()  
testFailingAppendable()  
testFailingReadable()  
testMockModelLogging()  
testInvalidInput()  
testEatenByOtyugh()  
testSavedAndThenEatenByInjuredOtyugh()  
testMoveThroughDungeon()