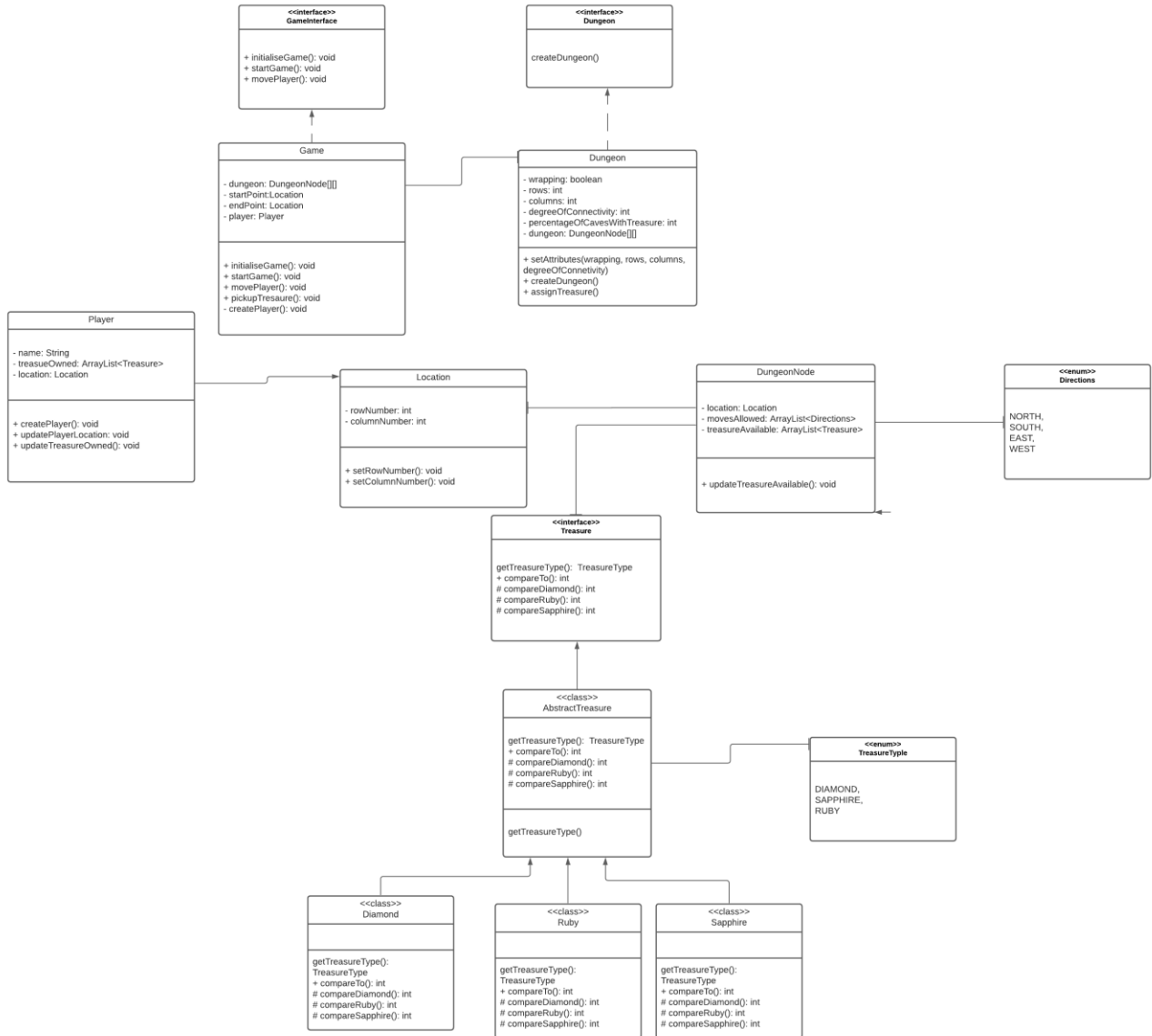


# POOJA SHANTARAM NANGUDE: PROJECT 3-DUNGEON-DESIGN & TESTING PLAN



## TEST PLAN:

### (A) GAME

1. Check if values of the parameters are valid: wrapping, rows, columns, degreeOfConnectivity, percentageOfCaveWithTreasure, dungeon.
2. Check if the distance between the start point and end point assigned is minimum 5 as per the problem statement given.
3. Check that when player picks up treasure, his treasure list is updated.
4. Check that when player picks up treasure from a cave, the treasure from the cave is removed.

### (B) DUNGEON

1. Verify that if a node is a tunnel, treasure cannot be added to it.
2. Verify that the specified percentage of caves will have treasure in them.

### (C) PLAYER

1. Initial test case to check if player is given the start point as the initial location.
2. Check if player location is updated after making a move in the dungeon.
3. Check the player should not be able to make a move if that particular move is not allowed.

### (D) TREASURE

1. For treasure it tests will done to see if the objects are being created properly. Equals method should return the same result for 2 objects of the same treasure type.
2. Individual test cases to see if the overridden compareTo functions sorts a list of treasure according to the type.
3. One test case would be for creating an array of unsorted treasure and see if all the same types of treasures are returned in a group followed by the other and so on.