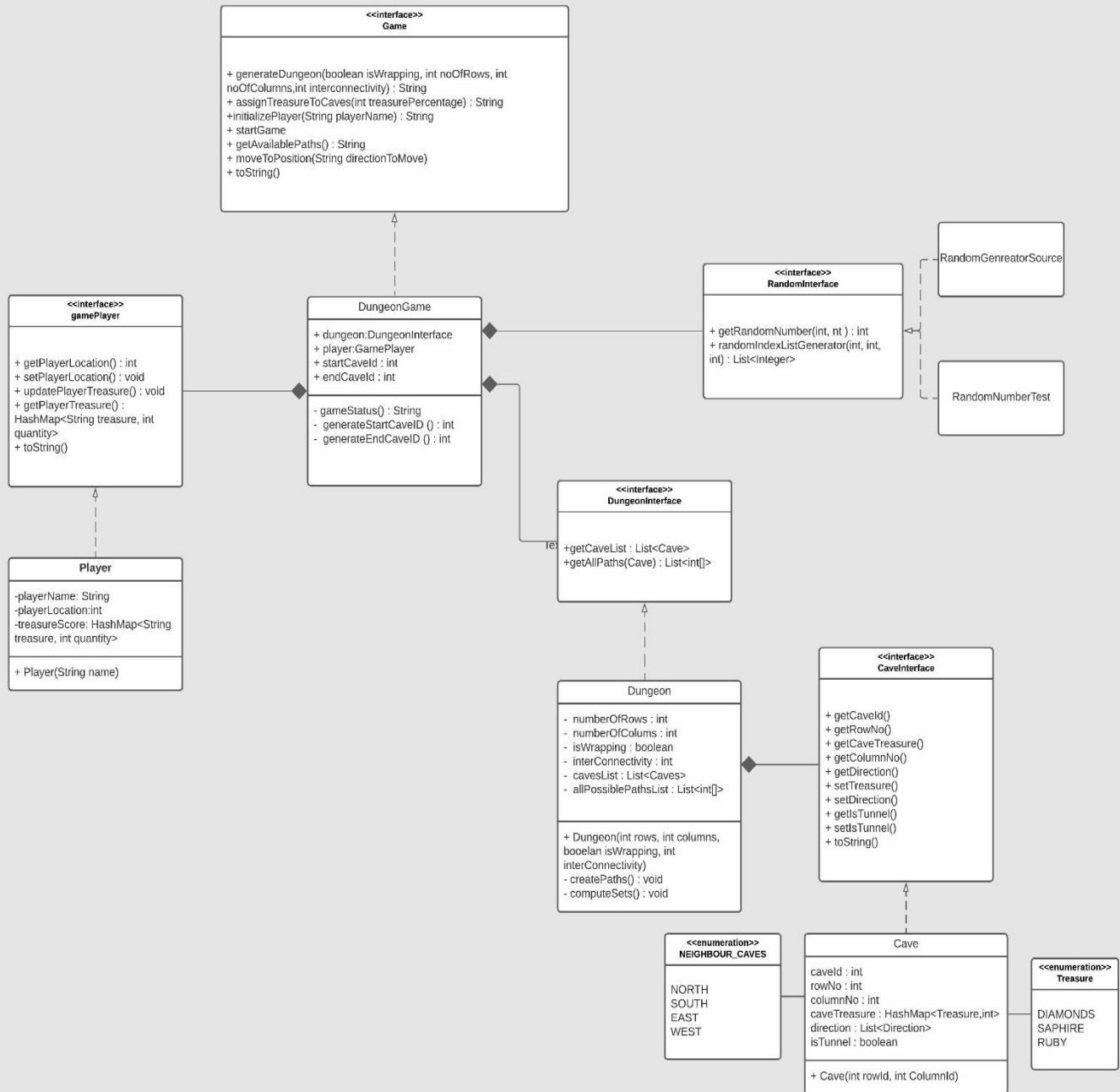


Project 3 – Design

UML Diagram:



Testing plan

DungeonGame Class Testing:

Test Case	Input	Action	Expected
testGetPlayerLocation()	none	check if the correct player location is returned.	caveld
testSetPlayerLocation()	caveld	check if the player location is correctly set.	none
testSetTreasureScore()	int	check if the treasure score of player is updated correctly	none
testGetTreasureScore()	none	checks if the treasure score is returned correctly	int
toString()	none	Checks if the String returned is as expected.	String
testIfValidTreasurePercentage()	treasurePercentage	check if the number given to assignTreasureTest() is valid	IllegalArgumentException
testInitializePlayer()	name	check if the player is assigned a name by checking if the player object's name is set	none
testIfValidName()	name	check if the name of the player is valid	IllegalArgumentException
testForAvailableConnections()	none	it checks the list of possible connections with its size greater than 0	none
testForMovedPosition()	Action	it checks if the player's location is updated properly	none
testIfValidAction()	Action	checks if the action input is valid	IllegalArgumentException
toString()	none	Checks if the String returned is as expected.	String

Cave Class Testing:

Test	Input	Action	Expected
testGetCaveId()	none	check if the caveId of the cave object is as expected	caveId
testGetRowNo()	none	check if the row number of the cave object is as expected	rowID
testGetColumnNo()	none	check if the column number of the cave object is as expected	columnId()
testGetCaveTreasure	none	checks if the hashmaps returns the correct treasure name and its count	treasure name : treasureCount
testGetDirection	none	checks if the direction returns the correct direction name	Direction
testSetTreasure	treasureCount	checks if the treasure is set properly in the hash map.	none
testSetDirection	Direction	test if the direction is properly set in the List of direction	none
testGetisTunnel	none	Checks if the tunnel boolean value is returned correctly.	boolean
testSetisTunnel	boolean	Checks if the tunnel boolean value sets correctly.	none
toString()	none	Checks if the String returned is as expected.	String

Player Class

Testing

TEST	Input	Action	Expected
testGetPlayerLocation()	none	check if the correct player location is returned.	caveld
testSetPlyaerLocation()	caveld	check if the player location is correctly set.	none
testSetTreasureScore()	int	check if the treasure score of player is updated correctly	none
testGetTreasureScore()	none	checks if the treasure score is retured correctly	int
toString()	none	Checks if the String returned is as expected.	String