▢ **TDD - Tommy Sim**

in list Exercises

≡ **Description** Edit

https://github.com/TommyWaalkes/TommySim

We're going to be using that repo today,
My task for you is two fold:
1) Add in sufficent UnitTests
2) Add new features using TDD

Adding Unit Tests
For class person test the following methods:
(This class has randomness in it heavily, how can we work around that?)
1)FindWater()
2) Drink()
3) ChopWood()
4) Scavenge()

For class HomeCity Test the following Methods:
1) IncrementWood()
2) BuildHouse()
3) IncreasePop() and KillPerson();
4) That winning works and losing works - these aren't in their own methods

Using TDD add in Enemies
Enemy Methods:
KillPerson()
StealWater()
StealFood()

PillagePlunder() - this method will randomly pick any of the previous

Using TDD add Win Conditions into City
1) You win the game if your city has 10 people
2) You win the game if your city has built a castle
a Castle will cost 15 wood
3) You win the game if one of your Villagers finds the Holy Grail and then builds a temple for it, a Temple will cost 3 wood
4) You win the game if you construct an orbital space cannon and defeat the evil sky boss.
The space cannon will cost 8 wood, each turn you may task a villager to fire the cannon, it will deal 1-2 damage per firing to the sky boss. Each turn you may also updgrade the cannon to deal 1 more damage for wood. The sky boss will have 15 health and upon his health dropping to 0 you win!

≡ **Activity**   Show Detai