

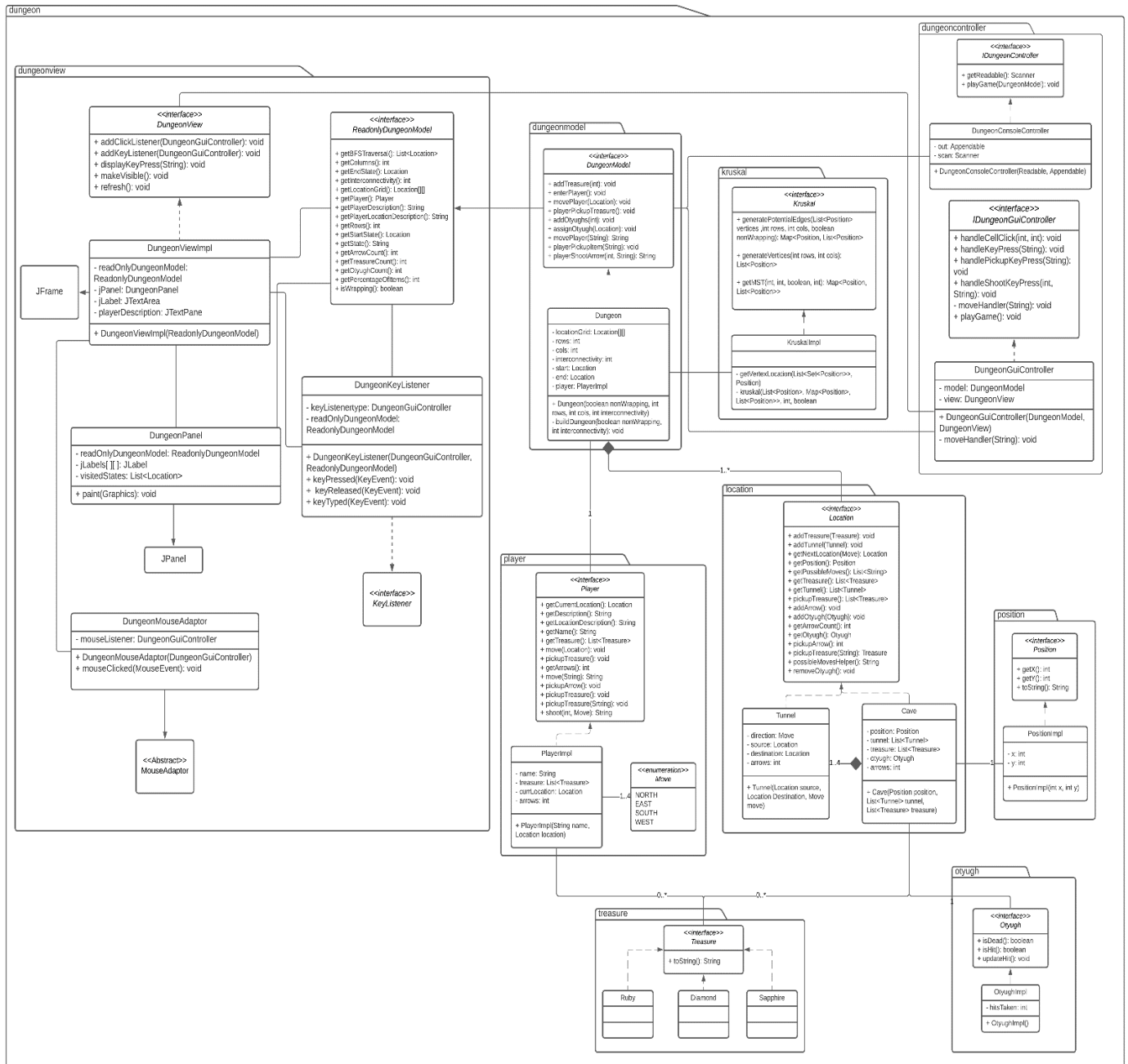
CS 5010: PROGRAMMING DESIGN PARADIGM

INSTRUCTOR: FREIFELD CLARK

PROJECT 5 DESIGN: GRAPHICAL ADVENTURE GAME

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1. UML DIAGRAM



2. TESTING PLAN FOR NEWLY ADDED METHODS

Test Method	Testing	Input	Expected Value
testGetOtyughCount()	Validate the correct number of otyughs present in the dungeon	model.addOtyughs(10)	10
testGetPercentageOfItems()	Validate the correct percentage of items present in the dungeon	model.addTreasure(80)	80
testIsDungeonNonWrapping()	Validate a non-wrapping dungeon	model = new Dungeon (true, 4, 6, 0)	true

3. EXPECTED GRAPHICAL USER INTERFACE (GUI)

