



Testing Plan:

- Illegal argument exception for input: rows, columns, wrapping, and interconnectivity
- Treasure percentage is appropriate
- Player information updated correctly after moving
- Dungeon constructed correctly based on rows and columns
- Dungeon can wrap from one end to the other
- Dungeon correctly represents the interconnectivity
- Tunnels connected to the correct caves
- A cave will be removed and become a tunnel if only have two entrances