



Testing design for Controller

Test createDungeon()	Input	Expected Value
Create the dungeon with correct input	"3", "4", "5", "20", "y", "2"	Create a 3 x 4 wrapped dungeon having 20 percent of treasures and 5 inter-connectivities and 2 monsters
Create the dungeon with wrong input	"3", "a", "5", "20", "y", "2"	The log should record invalid message
Failing create the dungeon	"3", "3", "5", "20", "y", "2"	The message for failing should be recorded in log

Test pickUp()	Input	Expected Value
Test pick up nothing		The message should tell the user that nothing to pickup
Test pick up what the player found		The message should tell the users what they just picked up

Test move()	Input	Expected Value
The player move to a valid direction		The players' position should change to correction coordinates
The player move to a invalid direction		The message int the log should tell the player that no door lead to the direction

Test shoot()	Input	Expected Value
The player shoot an arrow to the darkness		The message int the log should tell the player that the arrow miss the target
The player shoot an arrow accurately		The message int the log should tell the player that the arrow hit a monster

Test reStart()	Input	Expected Value
Restart the game after several move or shootings		The game status should recover to original status

Test reSet()	Input	Expected Value
Reset the game after successfully create a dungeon		The game status should be set to what it is like before creating dungeon

Test describePlayer()	Input	Expected Value
Describe the player		The message in the log should tell provide the description