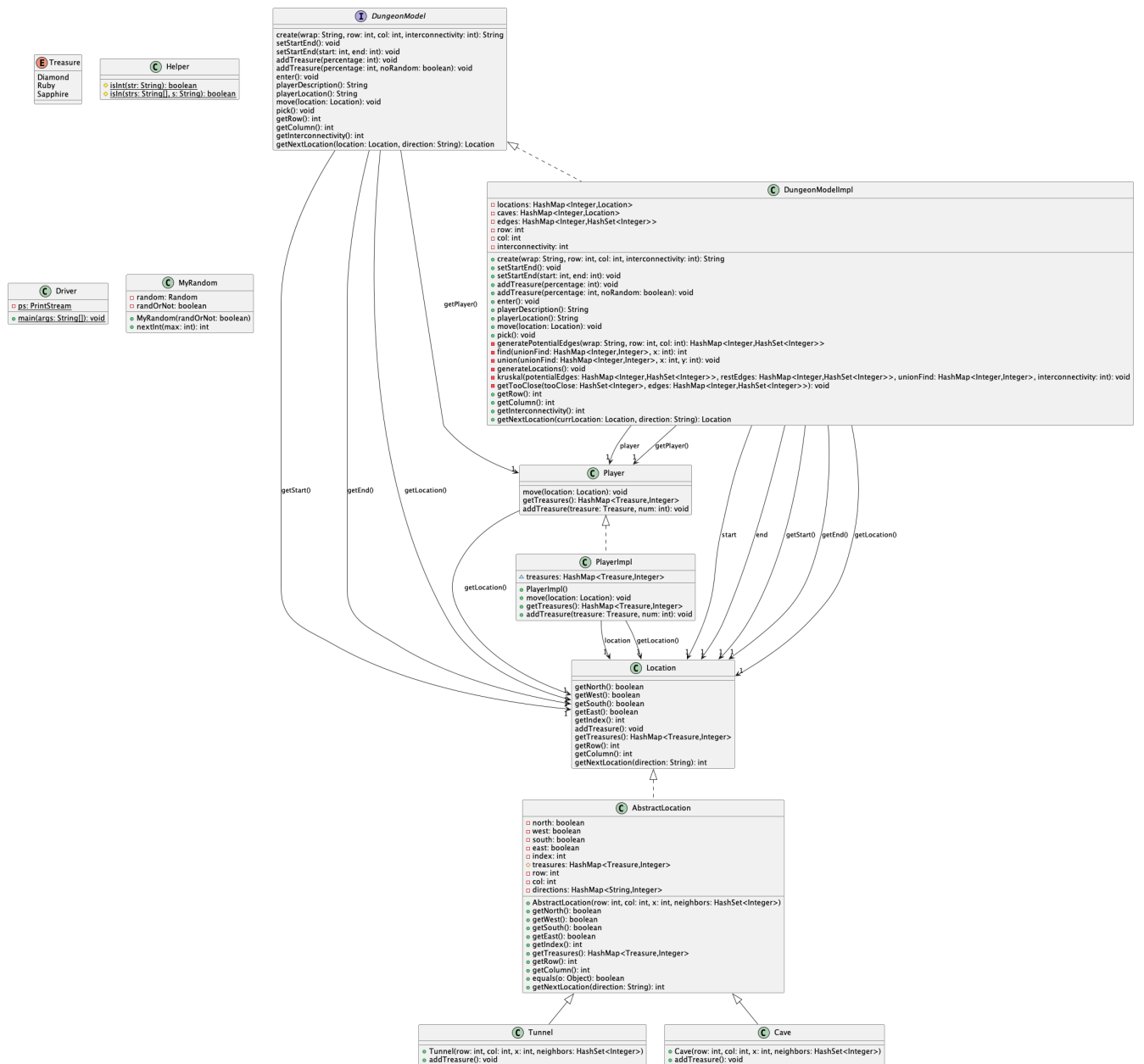


1. DUNGEON

Method	Input	Expected
Constructor	Non positive width or length	IllegalArgumentException
Constructor	positive width and length	A grid of width and length and an empty edge map
generateWorld	negative interconnectivity	IllegalArgumentException
generateWorld	non negative interconnectivity	Modify grid to cave and tunnel, edge to reflect connectivity between grids, add start and end
addTreasure	negative percentage	IllegalArgumentException
addTreasure	percentage larger than 100	IllegalArgumentException
addTreasure	valid percentage	Add Treasure to caves in grid
enter	A player	Add a player to start
description	A player who is not in the dungeon	IllegalArgumentException
description	A player who is in the dungeon	List of Treasure
location	row or column out of range	IllegalArgumentException
location	valid row and column	The Treasure in this grid and other grids it connects to
move	A grid that cannot be reached in one move from the current location	IllegalArgumentException
move	Valid grid	Change location of player
pickUp	A player who is not in the dungeon	IllegalArgumentException
pickUp	A player who is in the dungeon	Add Treasure to player's list
getGrid	None	The grid of caves and tunnels
getEdge	row and column index of the grid	Other grids that are connected to this grid

2. PLAYER

Method	Input	Expected
Constructor	None	Create a player with list of Treasure
Description	None	Return the list of Treasure the player has



4. TEST

Method	Input	Expected
Constructor	wrapping constructor	Success
Constructor	non-wrapping constructor	Success
setStartEnd	Given start and end	Set to the given value
reach all caves	Player traverse the dungeon	Reached all caves
length between start and end	Distance between them	Match
addTreasures	Fixed percent	Required amount of treasure
starts at start	The given start location	Match the start location
ends at end	The given end location	Match the final location
playerDescription	A given description	Match the given description
playerLocation	A given description	Match the given description
move	Move to four direction	Successfully changed location
pick	Pick up treasure at current location	Successfully picked treasure