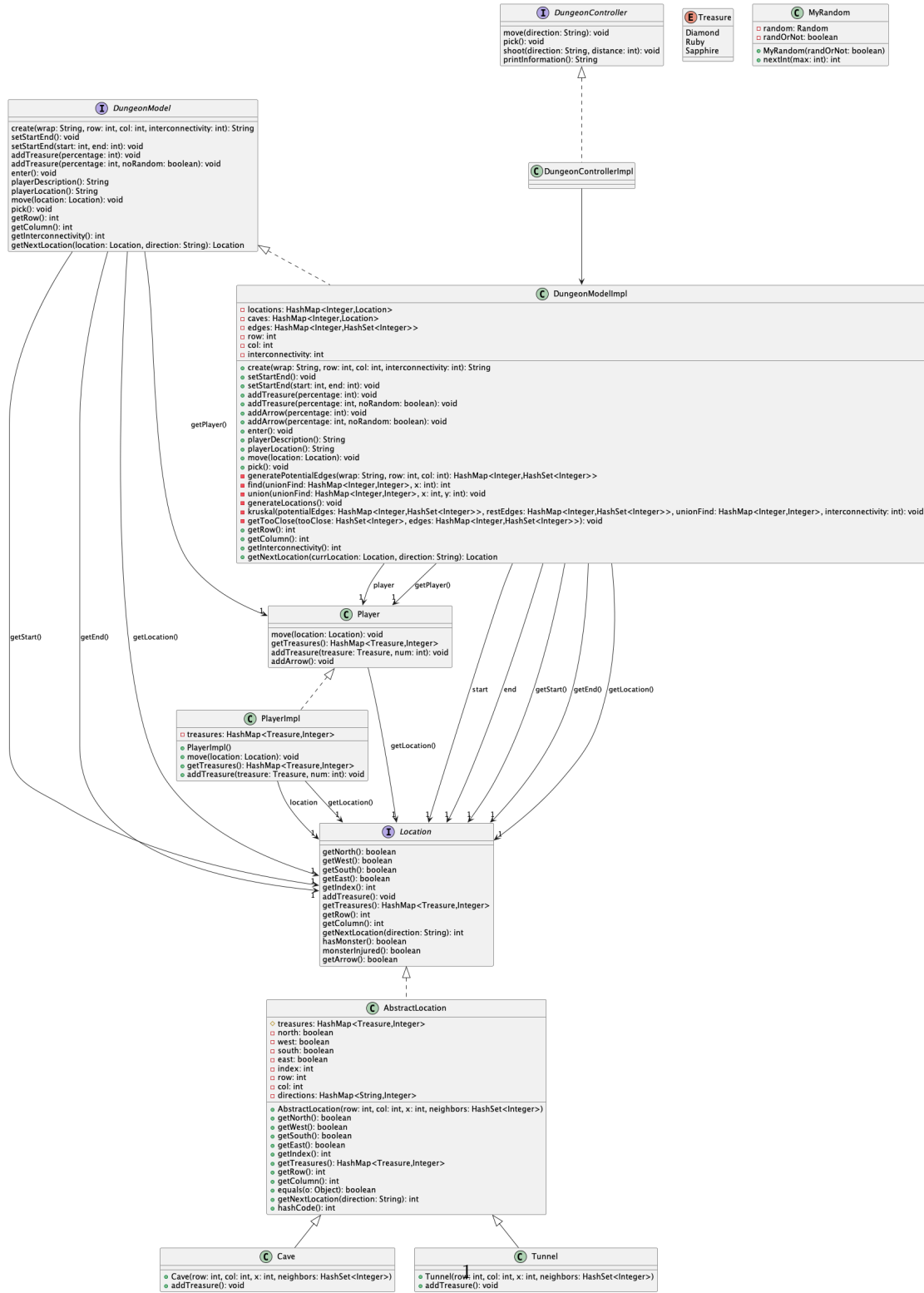
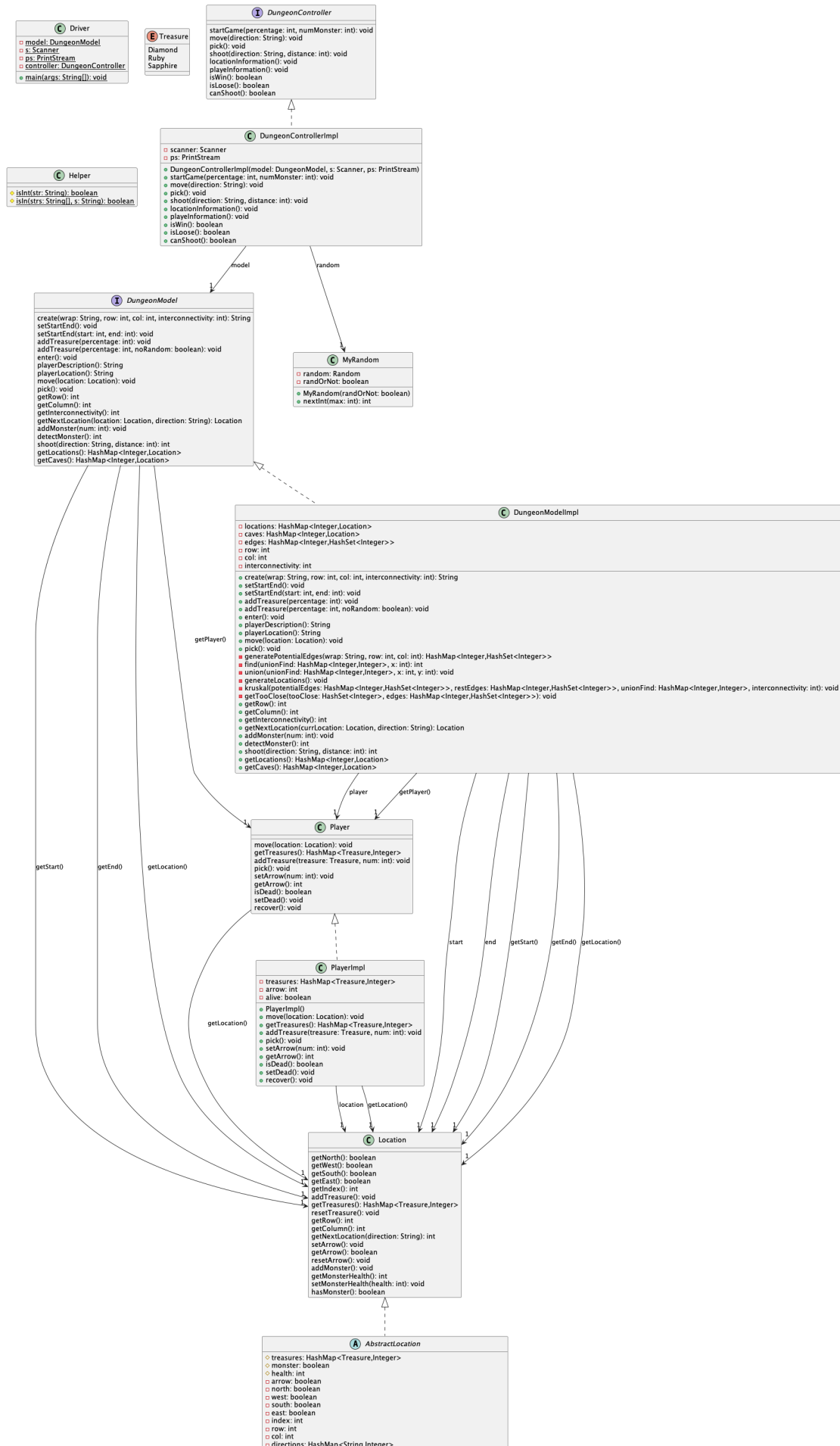


1. PRELIMINARY DESIGN



Method	Input	Expected
addArrow	Percentage of location with arrow	Correct percentage
shoot	Specify direction and distance	Hurt monster if there exists
move	String of direction	Controller moves model successfully
printInformation	Nothing	Controller successfully print information
pick	Nothing	Controller control model to pick arrow and

2. FINAL DESIGN



Method	Input	Expected
monster at end	NA	monster is at end
monster added	1	1 monster is added to model
smell of 1 monster	NA	less smell of a monster
smell of 2 monster	NA	strong smell of 2 monster
add arrow	1	1 arrow is added
pick arrow	NA	player can pick up arrow
shoot arrow	direction, distance	player shoot at specified direction
arrow travel through locations	direction, distance	successful travel
arrow miss monster	direction, distance	correct direction with wrong distance
player killed	enter a location with monster	player dead
can survive if monster is injured	repeat 100 times	may survive
kill monster	shoot twice	monster killed
controller move	direction	move to specified direction
controller pick	pick	successfully pick
controller shoot	direction, distance	controller shoot success