



## TESTING PLAN :

All the following tests are done using JUNIT4 unit tests. It is done using the assert methods in order test the working of every unit individually.

Apart from this all public methods are also to be tested.

Test Case :	Method Name :	Result :
Check if the end cave has an Otyugh	testOneOtyughInEndCave ()	True or False.
Check if the start cave does not have an Otyugh	testNoOtyughAtStartCave()	True or False
Check if number of Otyughs are properly allocated	testOtyughAllocation()	True or False
Check if Otyugh is not located in tunnels	testNoOtyughInTunnel()	True or False
Check if 1 Otyugh is present within 1 location giving slight smell	testLessPungentSmell()	True or False
Check if Otyugh is present within 1 location giving terrible smell	testStrongPungentSmellWith1LocationOtyugh()	True or False
Check if 1 Otyugh is present within 1 location giving slight smell	testStrongPungentSmellWith MutipleOtyughIn2Location()	True or False
Check if player has 3 arrows at first	testPlayerStartWith3Arrow ()	True or False
Check if Arrows are in both caves and tunnels	testArrowInBothCavesAndTunnels()	True or False
Check if arrow is distributed in the same frequency as percentage of treasure (but treasure is only in caves and arrow is cave and tunnel)	testCorrectPercentDistributionOfArrow()	True or False
Check if arrow travels through tunnel	testArrowCanTravelPerfectlyThroughTunnel()	True or False

Check if arrow reaches correct Cave	testArrowTravelThroughCavePerfectly()	True or False
Check if arrow does not reach Cave if not possible	testArrowCannotTravelThroughCaves()	True or False
Check if arrow reaches correct Cave as per distance entered by user	testIfArrowReachesSpecifiedDistance ()	True or False
Check if arrow injures monster	testIfArrowHitMonster()	True or False
Check if shooting 2 arrow kills monster	testIfMonsterDies()	True or False
Check if player picks up treasure properly	testIfPlayerPickUpTreasures()	True or False
Check if player picks up arrows properly	testIfPlayerPickUpArrow()	True or False
Check if player is eaten by Otyugh when it enters a cave with healthy Otyugh	testIfPlayerDies()	True or False
Check if player is eaten by Otyugh when it enters a cave with injured Otyugh	testIfPlayerDiesWhenEnterCave WithInjuredOtyugh ()	True or False
Check if player is escaping Otyugh when it enters a cave with injured Otyugh	testIfEscapesWhenEnterCave WithInjuredOtyugh ()	True or False
Check if arrows are allocated in both caves and tunnels	testArrowInBothCavesAndTunnels()	True or False
Check if player wins the game successfully.	testIfPlayerWins()	True or False

More test cases can be added for the different cases that we come across as we develop the project.