



#### 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 :
Test if the pit is not in the start location	testPitNotInStartLocation()	True or False.
Test if the pit is not in the end location	testPitNotInEndLocation()	True or False
Test if the player falls into the pit and dies	testPlayerFallInPitAndDie()	True or False
Test if a thief steals the player's treasure	testThiefStealTreasure()	True or False
Test if the controller handles the IOException	testControllerHandleIOException()	True or False
Test if the controller handles invalid inputs	testControllerHandleInvalidInput()	True or False
Test if the controller handles null inputs	testControllerHandleNullInput()	True or False
Test if the player moves are accurate	testPlayerMoveAccurate()	True or False
Test if the player picks up treasures and arrow accurately	testPlayerPickAccurate ()	True or False
Test if the player shoots and misses	testPlayerShootsAndMiss()	True or False
Test if the player shoots and hits the Otyugh	testPlayerShootsAndHitOtyugh()	True or False

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