```java
1   import org.junit.Assert;
2   import org.junit.Test;
3   /**********************************************************
4    * Write a description of class gameTest here.
5    *
6    * @author Ben Parsell
7    * @version 1.0.0 12/5/15
8    **********************************************************/
9   public class gameTest
10  {
11      public static void main(String [] args) {
12          Game g = new Game();
13
14          System.out.println("============= Software Testing =========");
15          // Test Pickup Method && list
16          g.pickup("M1 Garand");
17          g.list();
18          if(!g.getMessage().equals("M1 Garand \n")) {
19              System.out.println("Error with pickup/list method.");
20          }
21
22          // Test Move method
23          g.move("north");
24          System.out.println("This location description should be for sceon
    dStoryFarmHouse. It is: " + g.getCurrentLocation().getLongDescription());
25
26          // Test help method
27          g.help();
28          if(!g.getMessage().equals("You are an American paratropper behind
     enemy lines. You need to eliminate the German general before you can\n s
    afely reconnect with your men. Look for the German camp... \n")) {
29              System.out.println("Error with help method");
30          }
31
32          // Test fire/continue game (they work alongside each other)
33          g.fire();
34          g.continueGame();
35          g.pickup("Grenade");
36          g.list();
37          if(!g.getMessage().equals("M1 Garand \n" + "" + "Grenade \n")) {
38              System.out.println("Error with fire/continueGame.");
39          }
40
41          // Test gameOver Method
42          g.move("downstairs");
43          g.move("south");
44          if(!g.gameOver()) {
45              System.out.println("Error with gameOver.");
46          }
```

```
47
48          // Start new game
49          g = new Game();
50
51          // Test Eat Method
52          g.pickup("M1 Garand");
53          g.move("north");
54          g.fire();
55          g.continueGame();
56          g.pickup("Grenade");
57          g.move("downstairs");
58          g.fire();
59          g.continueGame();
60          g.pickup("Apple");
61          g.eat("Apple");
62          if(!g.getMessage().equals("Yum that was a tasty Apple!\n")) {
63              System.out.println("Error with eat method");
64          }
65
66          // Test drop method
67          g.drop("M1 Garand");
68          g.pickup("M1 Garand");
69          g.list();
70          if(!g.getMessage().equals("Grenade \n"  + "" + "M1 Garand \n" ))
   {
71              System.out.println("Error with drop method");
72          }
73
74          // Test istimeToSearch
75          g.move("north");
76          g.fire();
77          if(!g.isTimeToSearch()) {
78              System.out.println("Error with isTimeToSearch");
79          }
80          System.out.println("=======================================");
81
82          // Test look
83          g.continueGame();
84          g.pickup("M1 Garand Ammo");
85          g.look();
86          if(!g.getMessage().equals("You are in A fenced-in backyard with a
   horse stable..\n\n")) {
87              System.out.println("Error with look");
88          }
89
90          // To win the game...
91          System.out.println();
92          System.out.println("========= Game Playthrough(win) =======");
93          g = new Game();
```

```
94          g.pickup("M1 Garand");
95          g.move("north");
96          g.fire();
97          g.continueGame();
98          g.pickup("Grenade");
99          g.move("downstairs");
100         g.fire();
101         g.continueGame();
102         g.move("south");
103         g.move("south");
104         g.move("east");
105         g.fire();
106         g.continueGame();
107         g.move("south");
108         g.fire();
109         g.continueGame();
110         g.move("east");
111         g.fire();
112         g.continueGame();
113         g.pickup("Radio");
114         g.move("north");
115         g.gameOver();
116         System.out.println(g.getMessage());
117         System.out.println("=======================================");
118
119         // Lose round 1
120         System.out.println();
121         System.out.println("========= Game Playthrough(lose) =======");
122         g = new Game();
123         g.pickup("M1 Garand");
124         g.move("north");
125         g.move("downstairs");
126         g.gameOver();
127         System.out.println(g.getMessage());
128         System.out.println("=======================================");
129
130
131         // Lose round 2
132         System.out.println();
133         System.out.println("========= Game Playthrough(lose) =======");
134         g = new Game();
135         g.pickup("M1 Garand");
136         System.out.println(g.getMessage());
137         g.move("north");
138         System.out.println(g.getMessage());
139         g.fire();
140         System.out.println(g.getMessage());
141         g.continueGame();
142         System.out.println(g.getMessage());
```

```
143        g.pickup("Grenade");
144        System.out.println(g.getMessage());
145        g.move("downstairs");
146        System.out.println(g.getMessage());
147        g.fire();
148        System.out.println(g.getMessage());
149        g.continueGame();
150        System.out.println(g.getMessage());
151        g.move("south");
152        System.out.println(g.getMessage());
153        g.move("south");
154        System.out.println(g.getMessage());
155        g.move("east");
156        System.out.println(g.getMessage());
157        g.move("south");
158        System.out.println(g.getMessage());
159        g.gameOver();
160        System.out.println(g.getMessage());
161        System.out.println("=======================================");
162    }
163 }
164
```