Test Plan

Dungeon Dudes - Module O, Practical 2B

170D Class: 23-001

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1   Project Summary

Dungeon Dudes is a text based RPG based off medieval lore. The task for this project was to implement a single character or monster based off asssignment and as a class, create a fully functioning game.

2   Objective

The objective of this test plan is to ensure that the Wizard class in the provided module behaves correctly and that its methods and properties work as expected.

3   Scope

The test plan covers unit testing of the Wizard class, focusing on individual methods, properties, and class behavior.

4   Test Cases

1. Test Wizard Attributes: Verify that the Wizard class attributes (e.g., name, character_class) are initialized correctly.

2. Check if the level_up method increases the wizard's level as expected.

3. Test Attack: Test the attack method to ensure it generates the correct attack action.

4. Test Fire Ball: Verify Funtion returns True and correct amount of actions are taken.

5. Test Blink: Verify Funtion returns True and correct amount of actions are taken.

6. Test Blizzard: Verify Funtion returns True and correct amount of actions are taken.

7. Test Lightning Bolt: Verify Funtion returns True and correct amount of actions are taken.

8. Test Reflect Damage: Verify Funtion returns True and correct amount of actions are taken.

5 Test Evironment

1. Python environment with the unittest framework.

2. The Wizard class from the provided module.

6 Test Execution

1. Run the unit tests using the unittest framework.

2. Observe the test results to ensure that all tests pass successfully.