OOP: 3-day, dungeon_dudes – test plan WO1 Michael Yockers October 25, 2023

Section

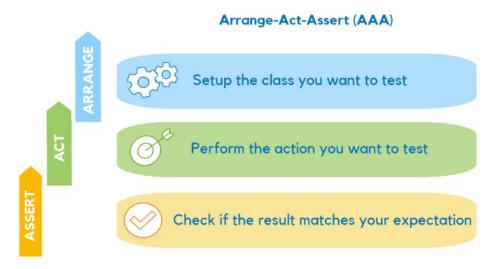
- Overview
- Approach
 - Automated Testing
- Cases
- Known Issues

Overview

Unfortunately, I did not have time to write tests. My intent was to test each class and their methods with known good data that would return an expected result, and a query that did not return anything; testing against None.

Approach

I planned on employing the Arrange, Act, Assert (AAA) pattern for testing.



Automated Testing

• unittest: The package of prescription for testing. In a better world, there would have been tests to verify that valid data was coming back from my methods.

Cases

• There are none at this time

Known Issues

- Elemental
 - Very low hit could potentially overheal on base reconstitute
- FireElemental
 - Very low hit could potentially overheal on improved_reconstitute
 - burning_strike damage modifier needs work
 - immolate does not deal follow-up damage
 - scorched_earth not implemented
 - take_turn needs adjusting after burning strike passive reached
- FrostElemental
 - brittle_strike not implemented
 - blizzard not implemented
 - improved_freeze not implemented
 - frost_splinter not implemented
 - improved_blizzard not implemented
 - improved_frost_splinter not implemented
 - take_turn needs adjusting after brittle_strike passive reached
- StormElemental
 - static_shock not implemented
 - double_shock not implemented
 - lightning_storm not implemented
 - improved_static_shock not implemented
 - improved_lightning_storm not implemented
 - summon_lesser_elemental not implemented
 - take_turn needs adjusting after shock_nova expenditure