

# OOP: 3-day, dungeon\_dudes – test plan

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## 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