PROJECT 'dungeon_dudes'

TestPlan

MOD O - OOP 2B

170D WOBC

Class 23-001

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1 Purpose

The project *dungeon_ dudes* is an object-oriented program in Python which are to create a Character or Monster for a Dungeon-Crawler style RPG in accordance with an already existing codebase. The Character or Monster must match the associated Character Stats and information found in the Manual for Dungeon Dudes. This is in order to teach us the appropriate way to integrate work into an existing codebase and master the art of git collaboration.

2 Test Components

This test plan utilizes the `unittest` Python library as executed by the tester. Instructions on how to run the tests on the Linux Terminal can be found below.

Commands can be found in italicized text preceded by a '$>'.

Before beginning any tests, ensure you have the repo cloned to the dir of your choice:
$> git clone https://git.cybbh.space/170D/wobc/student-folders/23_001/kaplan/dungeon_ dudes.git
$> cd dungeon_ dudes

2.1 Automated Tests

The Automated tests cover the each of the key functions within *dungeon_ dudes*. This includes:

- Cleric.__init__().Instance
- Cleric.__init__().Skills_dict
- Cleric.__init__().Passive_skills
- Cleric.__init__()._avenged
- Cleric.__init__()._nodamage
- Cleric.__init__()._halfdamage

- Cleric.__init__()._retribution
- Cleric.__init__().hit_points
- Cleric.__init__().special
- Cleric.level_up().level
- Cleric.level_up().hit_points
- Cleric.level_up().special

Each function is run with good of data to ensure complete functionality of each function. Once you are ready to run the tests, run the following command from the within the repo directory:
$> python3 -m unittest kaplan_ test/test_ cleric.py

The expected output can be found below in Section 3.

2.2 Manual Tests

There are no manual tests for *dungeon_ dudes*.

3 Expected Output

```
.test the Cleric has reached level 2!
test the Cleric has reached level 3!


New Skill - Radiance: Deal Holy damage to all enemies for Intelligence + AtkPower
test the Cleric has reached level 4!
test the Cleric has reached level 5!
New Skill - Divine Blessing: Passive: When you take action in combat, you will recover 10percent
        of your maximium HP when at full Mana, and 10percent of your maximum mana when at
        full Hit Points.
.
----------------------------------------------------------------------
Ran 2 tests in 0.000s


OK
```