

Dungeon Dudes - Test Plan (Golem)

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1 Overview

The purpose of this test plan is to provide a brief overview of the unit tests conducted on the basic instantiation of golem classes.

2 Scope

The scope of these tests consists only of the three golem class modules. All tests are included in a single test_golem.py module.

3 Tested Features

Each individual golem class has its own but functionally identical test suite. In the setup, an instance of each type of golem is created. From there, it checks the following:

- Attributes are not 'none'
- The golem is an instance of the correct type
- The golem has the correct level
- The golem has the correct damage type
- The golem's hit points are not 'none'
- The golem's damage modifiers are not 'none'

4 Use

The test suite can be run from the command line in the top-level directory:

```
python3 -m unittest ochoa_test/test_golem.py
```