OOP: 3-day, dungeon_dudes – test plan

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Overview

My unit tests are very rudimentary. Each test checks that the class exists, and that certain public attributes are present.

Approach

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

What I actually did was quickly cobble together tests for some coverage.

- Automated Testing
  - unittest: The package of prescription for testing; executed from top level directory with `python3 -m unittest yockers_test/test_[elemental _type_file.py]`

Cases

- FireElemental exists
  - Is a FireElemental
  - Is level 1
  - Is named "Lesser Fire Elemental"
  - Has 5 gold
  - Has 65 hit points
  - Has 10 strength
  - Has 10 agility
  - Has 5 intelligence
- FrostElemental exists
  - Is a FrostElemental
  - Is level 1
  - Is named "Frost Elemental"
  - Has 5 gold
  - Has 78 hit points
  - Has 5 strength
  - Has 12 agility
  - Has 10 intelligence
- StormElemental exists
  - Is a StormElemental
  - Is level 1
  - Is named "Storm Elemental"
  - Has 5 gold
  - Has 60 hit points
  - Has 5 strength
  - Has 12 agility
  - Has 10 intelligence

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