Testing Plan

To test BearQuest, we will use Unit Testing to test the battle system and map system. The menu system is not fully integrated yet, and the Main system just calls the battle/map system functions.

For the Battle System, we plan to test:

- Player stats, through bounds checking
- Enemy stats, through bounds checking
- Initialization of the battle window and menu, through testing for valid enemies and player.
- Button selection, through testing action listeners
- Stat updates, through seeing if stats updated properly

To test the map system, we plan to test:

- Valid location and building id, through passing in bad data
- Correct location, through testing bad input
- Move validity, through bounds checking