

[SPOILERS] Practice Problem for Section 8 -- Tests

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Pavel Lepin COMMUNITY TA · 11 days ago 

```
## Note that this test doesn't verify your solution in any way except for checking
## that the final outcomes are correct.
```

```
require "minitest/autorun"
```

```
## You may need to change the path to your solution.
require_relative "../section-8-solution"
```

```
class TestAdventure < MiniTest::Unit::TestCase
  def setup
    @sir_foldalot = Knight.new(15, 3)
    @knight_of_lambda_calculus = Knight.new(10, 10)
    @sir_pinin_for_the_fjords = Knight.new(0, 15)
    @alonzo_the_wise = Wizard.new(3, 50)
    @dhuwe_the_unready = Wizard.new(8, 5)

    @dungeon_of_mupl = [Monster.new(1, 1),
      FloorTrap.new(3),
      Monster.new(5, 3),
      Potion.new(5, 5),
      Monster.new(1, 15),
      Armor.new(10),
      FloorTrap.new(5),
      Monster.new(10, 10)]
    @the_dark_castle_of_proglang = [Potion.new(3, 3),
      Monster.new(1, 1),
      Monster.new(2, 2),
      Monster.new(4, 4),
      FloorTrap.new(3),
      Potion.new(3, 3),
      Monster.new(4, 4),
```

```

    Monster.new(8, 8),
    Armor.new(5),
    Monster.new(3, 5),
    Monster.new(6, 6),
    FloorTrap.new(5)]
end

def test_overall_game_logic
  outcome_1 = Adventure.new(Null.new, @sir_foldalot.dup, @dungeon_of_mupl).play_out
  assert_equal "HP: 8 AP: 0", outcome_1.to_s

  outcome_2 = Adventure.new(Null.new, @knight_of_lambda_calculus.dup, @dungeon_of_mu
pl).play_out
  assert_equal "HP: 10 AP: 0", outcome_2.to_s

  outcome_3 = Adventure.new(Null.new, @sir_pinin_for_the_fjords.dup, @dungeon_of_mup
l).play_out
  assert_equal "HP: 0 AP: 15", outcome_3.to_s

  outcome_4 = Adventure.new(Null.new, @alonzo_the_wise.dup, @dungeon_of_mupl).play_o
ut
  assert_equal "HP: 8 MP: 24", outcome_4.to_s

  outcome_5 = Adventure.new(Null.new, @dhuwe_the_unready.dup, @dungeon_of_mupl).play
_out
  assert_equal "HP: 13 MP: -10", outcome_5.to_s

  outcome_6 = Adventure.new(Null.new, @sir_foldalot.dup, @the_dark_castle_of_proglang
g).play_out
  assert_equal "HP: -2 AP: 0", outcome_6.to_s

  outcome_7 = Adventure.new(Null.new, @knight_of_lambda_calculus.dup, @the_dark_castl
e_of_proglang).play_out
  assert_equal "HP: 0 AP: 0", outcome_7.to_s

  outcome_8 = Adventure.new(Null.new, @sir_pinin_for_the_fjords.dup, @the_dark_castl
e_of_proglang).play_out
  assert_equal "HP: 0 AP: 15", outcome_8.to_s

  outcome_9 = Adventure.new(Null.new, @alonzo_the_wise.dup, @the_dark_castle_of_prog
lang).play_out
  assert_equal "HP: 9 MP: 24", outcome_9.to_s

  outcome_10 = Adventure.new(Null.new, @dhuwe_the_unready.dup, @the_dark_castle_of_p
roglang).play_out

```

```
assert_equal "HP: 14 MP: -1", outcome_10.to_s
end
end
```

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