

Test Plan

Maze

Method tested	Comment
Init	raises an error if specific attribute does not exist
Methods	raises an error if specific method does not exist
load_from_easy_mode_file	raises an error if type of elements loaded is not string
find_random_spot_easy_mode	raises an error if number of elements in the list is not 4

Player

Method tested	Comment
Init	raises an error if specific attribute does not exist
Methods	raises an error if specific method does not exist
Backpack	raises an error if the type of backpack attribute is not a list
Pickup	tests if item is added to the list properly

GameController

Method tested	Comment
Init	raises an error if specific attribute does not exist
Methods	raises an error if specific method does not exist

GameView

Method tested	Comment
Init	raises an error if specific attribute does not exist
Methods	raises an error if specific method does not exist

App

Method tested	Comment
Methods	raises an error if specific method does not exist