

Test 1: Random Movement Test

Check if the monster can move randomly on the game board

When monster moves randomly, it should go to a new position

Compare old position with new position

Test 2: Attack Player Test

Check if the monster can attack the player

When monster attacks player, player should lose one life point

Compare player's lives before and after the attack

Test 3: Space Test

Check if monster avoids moving into spaces that are already occupied

Monster should not move into the blocked space

Make sure monster's new position isn't in the blocked space