

DungeonConsoleController	
Test method	Test description
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testConstructWithNullInput	Tests constructing dungeon console controller with null output.
testConstructWithNullOutput	Tests constructing dungeon console controller with null random.
testConstructWithNullRandom	Tests player moves and collects treasures and shoots arrow but does not hit Otyugh and gets killed by an Otyugh in a wrapping dungeon.
testPlayerMoveCollectTreasureShootKilledNW	Tests player moves and collects treasures and shoots arrow but does not hit Otyugh and gets killed by an Otyugh in a non-wrapping dungeon.
testPlayerMoveCollectTreasureShootKilledW	Tests player moves and does not shoot and gets killed by Otyugh for a non-wrapping dungeon.
testPlayerMoveNoShootGetsKilledNonWrappingDungeon	Tests player moves and does not shoot and gets killed by Otyugh for a wrapping dungeon.
testPlayerMoveNoShootGetsKilledWrappingDungeon	Tests player moves and collects treasures and does not shoot and gets killed by Otyugh for a wrapping dungeon.
testPlayerMovePickTreasureNoShootKilledNW	Tests player moves and collects treasures and does not shoot and gets killed by Otyugh for a wrapping dungeon.
testPlayerMovePickTreasureNoShootKilledW	Tests player moves and shoots and kills Otyugh in a non-wrapping dungeon.
testPlayerMoveShootInjureOtyughNW	Tests player moves and shoots and kills Otyugh in a wrapping dungeon.
testPlayerMoveShootInjureOtyughW	Tests that GUI play game is not valid for CLI controller.
DungeonSwingController	
Test method	Test description
testGetArrowsLeft	Tests get current position.
testGetCurrentPositionForCave	Tests get dungeon height.
testGetDungeonHeight	Tests get dungeon width.
testGetDungeonWidth	Tests get number of arrows.
testGetNumberOfArrows	Tests get player name.
testGetPlayerName	Tests get treasure in node.
testGetTreasureInNode	Tests if current location has smell or not.
testHasSmell	Tests is dungeon wrapping for a non-wrapping dungeon.
testIsNotWrapping	Tests is dungeon wrapping for a wrapping dungeon.
testIsWrapping	Tests moving down in a non-wrapping dungeon.
testMoveDownNonWrappingDungeon	Tests moving down in a wrapping dungeon.
testMoveDownWrappingDungeon	Tests moving left in a non-wrapping dungeon.
testMoveLeftNonWrappingDungeon	Tests moving left in a wrapping dungeon.
testMoveLeftWrappingDungeon	Tests moving right in a non-wrapping dungeon.
testMoveRightNonWrappingDungeon	Tests moving right in a wrapping dungeon.
testMoveRightWrappingDungeon	Tests moving to end node to win the game.
testMoveToEndNode	Tests moving to a pit in a dungeon.
testMoveToPitPosition	Tests moving to a thief in a dungeon.

testMoveToTheifPosition	Tests approaching yugoloth in a dungeon.
testMoveToYugolothPosition	Tests moving up in a non-wrapping dungeon.
testMoveUpNonWrappingDungeon	Tests moving up in a wrapping dungeon.
testMoveUpWrappingDungeon	Tests picking up arrow.
testPickUpArrow	Tests picking up an item.
testPickUpItem	Tests play game which is only supported for CLI controller.
testPlayGame	Tests playing the GUI game with a mock view.
testPlayGuiGame	Tests setting player name.
testSetPlayerName	Tests shooting an arrow.
<b>Dungeon</b>	
<b>Test method</b>	<b>Test description</b>
testCheckMST	Tests constructing a non-random dungeon with negative number of Otyughs.
testConstructNonRandomDungeonNegativeOtyughs	Tests constructing a non-random dungeon with correct number of Otyughs placed.
testConstructNonRandomDungeonOtyughs	Tests constructing a non-random dungeon with very high number of Otyughs.
testConstructNonRandomDungeonVeryHighOtyughs	Tests constructing a non-random dungeon with invalid cave.
testConstructNonRandomInvalidCave	Tests constructing a non-random dungeon with invalid ending node.
testConstructNonRandomInvalidEndNode	Tests constructing a non-random dungeon with invalid starting node.
testConstructNonRandomInvalidStartNode	Tests constructing a non-random dungeon with invalid tunnel.
testConstructNonRandomInvalidTunnel	Tests constructing a non-random non-wrapping dungeon.
testConstructNonRandomNonWrappingDungeon	Tests constructing a non-random dungeon with null ending node.
testConstructNonRandomNullEndingNode	Tests constructing a non-random dungeon with null graph.
testConstructNonRandomNullGraph	Tests constructing a non-random dungeon with number of columns less than minimum.
testConstructNonRandomNumColsLessThanMin	Tests constructing a non-random dungeon with number of rows less than minimum.
testConstructNonRandomNumRowsLessThanMin	Tests constructing a non-random dungeon with zero (0) caves having treasures.
testConstructNonRandomPercentTreasureZero	Tests constructing a non-random dungeon with distance between start and end node less than 5.
testConstructNonRandomStartEndLessThan5	Tests that tunnels have three two entries and caves have one, three, or four entries in a non-random dungeon.
testConstructNonRandomValidCaveAndTunnelEntry	Tests constructing a non-random dungeon with null starting node.
testConstructorNonRandomNullStartingNode	Tests constructing a random dungeon with correct percent of caves with treasures and nodes with arrows.
testConstructRandomDungeon	Tests constructing a random dungeon where interconnectivity is greater than minimum of rows and columns and the forced interconnectivity option is turned off.

testConstructRandomDungeonInterconnectivityExceedsForceOff	Tests constructing a random dungeon where interconnectivity is greater than max allowed interconnectivity and the forced interconnectivity option is turned on.
testConstructRandomDungeonInterconnectivityExceedsForceOn	Tests constructing a random dungeon with negative interconnectivity.
testConstructRandomDungeonNegativeInterconnectivity	Tests constructing a random dungeon with negative number of columns.
testConstructRandomDungeonNegativeNumCols	Tests constructing a random dungeon with negative number of rows.
testConstructRandomDungeonNegativeNumRows	Tests constructing a random dungeon with negative number of Otyughs.
testConstructRandomDungeonNegativeOtyughs	Tests constructing a random dungeon with negative percentage of caves with treasures.
testConstructRandomDungeonNegativePercentCavesWithTreasures	Tests constructing a random dungeon with null random object.
testConstructRandomDungeonNullRandom	Tests constructing a random dungeon with number of columns lesser than minimum allowed columns.
testConstructRandomDungeonNumColsLessThanMinCols	Tests constructing a random dungeon with number of rows less than minimum allowed rows.
testConstructRandomDungeonNumRowsLessThanMinRows	Tests constructing a random dungeon with correct number of Otyughs placed.
testConstructRandomDungeonOtyughs	Tests constructing a random dungeon with percentage of caves with treasures equal to zero.
testConstructRandomDungeonPercentCavesZero	Tests constructing a random dungeon with very high number of Otyughs.
testConstructRandomDungeonVeryHighOtyughs	Create a dungeon with percentage of treasure greater than hundred (100%).
testConstructRandomPercentageTreasureGreaterThanHundred	Tests that tunnels have three two entries and caves have one, three, or four entries in a random dungeon.
testConstructRandomValidCaveAndTunnelEntry	Tests constructing a random wrapping dungeon.
testConstructRandomWrappingDungeon	Tests for whether the distance between starting and ending node in a random dungeon is at least 5.
testDistanceBetweenStartEndRandom	Tests fetching dungeon config.
testGetDungeonConfig	Tests fetching end node of a dungeon.
testGetEndNode	Tests fetching the maze in the dungeon.
testGetMaze	Tests get otyugh coordinates.
testGetOtyughCoordinates	Tests fetching the current position of the player.
testGetPlayerCurrentPosition	Tests fetching start node of a dungeon.
testGetStartNode	Tests get start node coordinates.
testGetStartNodeCoordinates	Tests get treasure locations.
testGetTreasureLocations	Tests get yugoloth coordinates.
testGetYugolothCoordinates	Tests the interconnectivity of the dungeon.
testInterconnectivity	Tests is wrapping dungeon.
testIsWrappingDungeon	Tests whether each node is connected to every other node or not.
testNodeConnectivity	Tests num otyughs.
testNumOtyughs	Tests whether an Otyugh does not eat a player when the player enters a location with Otuugh and the Otyugh is injured.

testOtyughDoesNotEatPlayerOtyughInjured	Tests whether an Otyugh eats a player when the player enters a location with Otuugh and the Otyugh is injured.
testOtyughEatsPlayerOtyughInjured	Tests whether an Otyugh eats a player when the player enters a location with Otuugh and the Otyugh is not injured.
testOtyughEatsPlayerOtyughNotInjured	Tests whether an Otyugh is placed in end node and never in start node.
testOtyughPlacement	Tests whether an Otyugh is placed in a tunnel in random dungeons or not.
testOtyughPlacementInTunnel	Tests if player has reached end node, when no player has been placed.
testReachedEndNodeNoPlayerInDungeon	Tests if player has reached end node, when player has not reached end node.
testReachedEndNodeNotReached	Tests if player has reached end node, when player has reached end node.
testReachedEndNodeReached	Tests successful shooting in a wrapping dungeon.
testShootingInWrappingDungeon	Tests whether a player can traverse the dungeon from start to end.

Node	
Test method	Test description
testAddArrowCaveNode	Tests adding a single arrow in a cave node.
testAddArrowGenericNode	Tests adding a single arrow in a generic node.
testAddArrowTunnelNode	Tests adding a single arrow in a tunnel node.
testCastToCaveNode	Tests casting a generic node to a cave node.
testCastToCaveNodeAlreadyCaveNode	Tests casting a cave node to a cave node.
testCastToCaveNodeAlreadyTunnelNode	Tests casting a tunnel node to a cave node.
testCastToTunnelNode	Tests casting a generic node to a tunnel node.
testCastToTunnelNodeAlreadyCaveNode	Tests casting a cave node to a tunnel node.
testCastToTunnelNodeAlreadyTunnelNode	Tests casting a tunnel node to a tunnel node.
testCloneNodeCaveNode	Tests cloning a cave node.
testCloneNodeGenericNode	Tests cloning a generic node.
testCloneNodeTunnelNode	Tests cloning a tunnel node.
testFullGetRoomDescription	Tests fetching room description of a node with multiple treasures, arrows, and a strong pungent smell.
testGetBottomNode	Tests fetching bottom node.
testGetLeftNode	Tests fetching left node.
testGetNodeName	Tests fetching the name of the node.
testGetNumArrowsCaveNode	Tests fetching number of arrows from a cave node.
testGetNumArrowsGenericNode	Tests fetching number of arrows from a generic node.
testGetNumArrowsTunnelNode	Tests fetching number of arrows from a tunnel node.
testGetOtyughCaveNode	Tests fetching Otyugh from a cave node.
testGetOtyughCaveNodeThatDoesNotHaveOtyugh	Tests fetching Otyugh from a cave node which does not have any Otyugh.
testGetOtyughGenericNode	Tests fetching Otyugh from a generic node.
testGetOtyughTunnelNode	Tests fetching Otyugh from a tunnel node.

testGetRightNode	Tests fetching right node.
testGetRoomDescriptionCaveNodeFourNeighbours	Tests fetching room description of a cave node with four neighbours.
testGetRoomDescriptionCaveNodeNoNeighbours	Tests fetching room description of a cave node with no neighbours.
testGetRoomDescriptionCaveNodeOneNeighbour	Tests fetching room description of a cave node with one neighbour.
testGetRoomDescriptionCaveNodeThreeNeighbours	Tests fetching room description of a cave node with three neighbours.
testGetRoomDescriptionCaveNodeTwoNeighbours	Tests fetching room description of a cave node with two neighbours.
testGetRoomDescriptionGenericNode	Tests fetching room description of a generic node.
testGetRoomDescriptionTunnelNodeFourNeighbours	Tests fetching room description of a tunnel node with four neighbours.
testGetRoomDescriptionTunnelNodeNoNeighbours	Tests fetching room description of a tunnel node with no neighbours.
testGetRoomDescriptionTunnelNodeOneNeighbour	Tests fetching room description of a tunnel node with one neighbour.
testGetRoomDescriptionTunnelNodeThreeNeighbours	Tests fetching room description of a tunnel node with three neighbours.
testGetRoomDescriptionTunnelNodeTwoNeighbours	Tests fetching room description of a tunnel node with two neighbours.
testGetTopNode	Tests fetching top node.
testGetTreasuresCaveNode	Tests fetching the treasure list from cave node that has treasures.
testGetTreasuresCaveNodeEmptyList	Tests fetching the treasure list from a cave node that has no treasures.
testGetTreasuresGenericNode	Tests fetching the treasure list from generic node which can never have any treasures.
testGetTreasuresTunnelNode	Tests fetching the treasure list from tunnel node which can never have any treasures.
testGetTypeCaveNode	Tests get type of cave node.
testGetTypeGenericNode	Tests get type of generic node.
testGetTypeTunnelNode	Tests get type of tunnel node.
testMultipleArrowsInCaveOrTunnel	Tests fetching room description of a cave or tunnel with multiple arrows.
testMultipleOtyughsInALocationWithDistanceTwo	Tests fetching room description of a cave or tunnel with multiple otyughs at a distance of two.
testMultipleTreasuresInCave	Tests fetching room description of a cave node with multiple rubies, diamonds, and sapphires.
testPlaceArrowsCaveNode	Tests placing random number of arrows in a cave node.
testPlaceArrowsCaveNodeWithNullRandom	Tests placing random number of arrows with null random object in a cave node.
testPlaceArrowsGenericNode	Tests placing random number of arrows in a generic node.
testPlaceArrowsTunnelNode	Tests placing random number of arrows in a tunnel node.
testPlaceNullOtyugh	Tests placing a null Otyugh in a cave node.
testPlaceOtyughCaveNode	Tests placing an Otyugh in a cave node.
testPlaceOtyughCaveNodeThatHasOtyugh	Tests placing an Otyugh in a cave node which already has an Otyugh in it.
testPlaceOtyughGenericNode	Tests placing an Otyugh in a generic node.
testPlaceOtyughTunnelNode	Tests placing an Otyugh in a tunnel node.
testPlaceTreasureCaveNode	Tests placing treasure in a cave node.

testPlaceTreasureCaveNodeNullRandom	Tests placing treasure in a cave node when the random object is null.
testPlaceTreasureDeterministically	Tests placing treasure deterministically.
testPlaceTreasureDeterministicallyGenericNode	Tests placing treasure deterministically in a generic node.
testPlaceTreasureDeterministicallyTunnelNode	Tests placing treasure deterministically in a tunnel node.
testPlaceTreasureGenericNode	Tests placing treasure in a generic node.
testPlaceTreasureInvalidNumberOfTreasures	Tests placing treasure deterministically with invalid number of treasures.
testPlaceTreasureInvalidTreasureName	Tests placing treasure deterministically with invalid treasure name.
testPlaceTreasureNullTreasureName	Tests placing treasure deterministically with null or empty treasure name.
testPlaceTreasureTunnelNode	Tests placing treasure in a tunnel node.
testRemoveArrowCaveNode	Tests removing arrow from a cave node.
testRemoveArrowCaveNodeThatDoesNotHaveArrows	Tests removing arrow from a cave node that does not have any arrows.
testRemoveArrowGenericNode	Tests removing arrow from a generic node which cannot have any arrows.
testRemoveArrowTunnelNode	Tests removing arrow from a tunnel node.
testRemoveArrowTunnelNodeThatDoesNotHaveArrows	Tests removing arrow from a cave node that does not have any arrows.
testRemoveOtyughCaveNode	Tests removing Otyugh from a cave node.
testRemoveOtyughCaveNodeThatDoesNotHaveOtyugh	Tests removing Otyugh from cave that does not have any Otyugh.
testRemoveOtyughGenericNode	Tests removing Otyugh from a generic node.
testRemoveOtyughTunnelNode	Tests removing Otyugh from a tunnel node.
testRemoveTreasureCaveNode	Tests removing treasure from a cave node successfully.
testRemoveTreasureCaveNodeEmptyName	Tests removing treasure from cave node with empty treasure name.
testRemoveTreasureCaveNodeIllegalTreasureName	Tests removing treasure from cave node with an illegal treasure name.
testRemoveTreasureCaveNodeNullName	Tests removing treasure from cave node with null treasure name.
testRemoveTreasureCaveNodeTreasureNameNotFound	Tests removing treasure from a cave node when the treasure is not in current cave node.
testRemoveTreasureCaveNodeWithNoTreasures	Tests removing treasure from cave node which has no treasure.
testRemoveTreasureGenericNode	Tests removing treasure from a generic node which cannot have treasures in it.
testRemoveTreasureTunnelNode	Tests removing treasure from a tunnel node which cannot have treasures in it.
testSetBottomNode	Tests setting bottom node successfully.
testSetBottomNodeThisNode	Tests setting bottom node as the same node.
testSetHealthOtyughCaveNode	Tests setting health of an Otyugh in a cave node.
testSetHealthOtyughCaveNodeThatDoesNotHaveOtyugh	Tests setting health of an Otyugh in a cave node which does not have any Otyugh.
testSetHealthOtyughCaveNodeWithInvalidHealth	Tests setting health of an Otyugh in a cave node with negative or greater than 100 health.
testSetHealthOtyughGenericNode	Tests setting health of an Otyugh in a generic node.
testSetHealthOtyughTunnelNode	Tests setting health of an Otyugh in a tunnel node.

testSetLeftNode	Tests setting left node successfully.
testSetLeftNodeThisNode	Tests setting left node as the same node.
testSetRightNode	Tests setting right node successfully.
testSetRightNodeThisNode	Tests setting right node as the same node.
testSetTopNode	Tests setting top node successfully.
testSetTopNodeThisNode	Tests setting top node as the same node.
testSingleArrowInCaveOrTunnel	Tests fetching room description of a cave or tunnel with a single arrow.
testSingleOtyughInALocationWithDistanceOne	Tests fetching room description of a cave or tunnel with a single otyugh at a distance of one.
testSingleOtyughInALocationWithDistanceTwo	Tests fetching room description of a cave or tunnel with a single otyugh at a distance of two.
testSingleTreasureInCave	Tests fetching room description of a cave node with a single ruby or diamond, or sapphire.
testUpdateCastInNeighbours	Tests updating node's type in all neighbouring nodes.
<b>Otyugh</b>	
<b>Test method</b>	<b>Test description</b>
testConstructOtyugh	Tests constructing an Otyugh with health less than 0 or greater than 100.
testConstructOtyughInvalidHealth	Tests constructing a new Otyugh from existing Otyugh with null Otyugh.
testConstructOtyughNull	Tests constructing an Otyugh with null name.
testConstructOtyughNullName	Tests constructing a new Otyugh from an existing Otyugh.
testCopyConstructOtyugh	Tests fetching health of an Otyugh.
testGetHealth	Tests effect of getting hit by arrow.
testGetHitArrow	Tests fetching name of an Otyugh.
testGetName	Tests setting health of an Otyugh.
testSetHealth	Tests setting health of an Otyugh, health is greater than 100.
testSetHealthGreaterThan100	Tests setting health of an Otyugh, health is negative.
<b>Player</b>	
<b>Test method</b>	<b>Test description</b>
testConstructorNullName	Tests entering a player to a dungeon and placed in start node.
testEnterPlayerToDungeon	Tests entering player to a dungeon when the dungeon already has the player.
testEnterPlayerToDungeonAlreadyInDungeon	Tests entering player to a dungeon when the dungeon already has another player.
testEnterPlayerToDungeonAnotherPlayerInDungeon	Tests entering player to a dungeon when the dungeon object is null.
testEnterPlayerToDungeonNullDungeon	Tests get player arrows after picking up a single arrow.
testGetPlayerArrowsAfterPickUp	Tests get player arrows to check if the player has three arrows at beginning.
testGetPlayerArrowsGreaterThanZero	Tests get player arrows when the player has no arrow.
testGetPlayerArrowsZero	Tests fetching player treasures when the player has picked up one treasure of multiple types.

testGetPlayerTreasuresMultipleTreasure	Tests fetching player treasures when the player has picked up multiple treasures of multiple types.
testGetPlayerTreasuresMultipleTreasureMultipleTypes	Tests fetching player treasures when the player has not picked up any treasure.
testGetPlayerTreasuresNoTreasure	Tests fetching player treasures when the player has picked up one treasure of a single type.
testGetPlayerTreasuresOneTreasure	Tests shooting arrow when the dungeon instance is null, or direction is null, or direction is empty, or distance specified is negative, or distance specified is zero.
testInvalidShootArrow	Tests is player dead when the player is alive.
testIsPlayerDeadAlive	Tests is player dead when the player is dead.
testIsPlayerDeadDead	Tests moving a player to down when another player is placed in the dungeon.
testMoveDownAnotherPlayerInDungeon	Tests moving a player to down when there is no down path.
testMoveDownNoDownPath	Tests moving a player to down when no player is placed in the dungeon.
testMoveDownNoPlayerInDungeon	Tests moving a player to down when the dungeon object is null.
testMoveDownNullDungeon	Tests moving a player to down and the player does not die.
testMoveDownPlayerAlive	Tests moving a player to down and the player dies.
testMoveDownPlayerDead	Tests moving a player to down after the player is dead.
testMoveDownPlayerDeadAfterMove	Tests moving a player to left when another player is placed in the dungeon.
testMoveLeftAnotherPlayerInDungeon	Tests moving a player to left when there is no left path.
testMoveLeftNoLeftPath	Tests moving a player to left when no player is placed in the dungeon.
testMoveLeftNoPlayerInDungeon	Tests moving a player to left when the dungeon object is null.
testMoveLeftNullDungeon	Tests moving a player to left and the player does not die.
testMoveLeftPlayerAlive	Tests moving a player to left and the player dies.
testMoveLeftPlayerDead	Tests moving a player to left after the player is dead.
testMoveLeftPlayerDeadAfterMove	Tests moving a player to right when another player is placed in the dungeon.
testMoveRightAnotherPlayerInDungeon	Tests moving a player to right when no player is placed in the dungeon.
testMoveRightNoPlayerInDungeon	Tests moving a player to left when there is no left path.
testMoveRightNoRightPath	Tests moving a player to right when the dungeon object is null.
testMoveRightNullDungeon	Tests moving a player to right and the player does not die.
testMoveRightPlayerAlive	Tests moving a player to right and the player dies.
testMoveRightPlayerDead	Tests moving a player to right after the player is dead.
testMoveRightPlayerDeadAfterMove	Tests moving a player to up when another player is placed in the dungeon.
testMoveUpAnotherPlayerInDungeon	Tests moving a player to up when no player is placed in the dungeon.
testMoveUpNoPlayerInDungeon	Tests moving a player to up when there is no up path.
testMoveUpNoUpPath	Tests moving a player to up when the dungeon object is null.
testMoveUpNullDungeon	Tests moving a player to up and the player does not die.
testMoveUpPlayerAlive	Tests moving a player to up and the player dies.
testMoveUpPlayerDead	Tests moving a player to up after the player is dead.
testMoveUpPlayerDeadAfterMove	Tests picking up arrow from dungeon successfully.



testPickUpArrow	Tests picking up arrow from dungeon when another player is in the dungeon.
testPickUpArrowAnotherPlayer	Tests picking up arrow from dungeon when the player is dead.
testPickUpArrowDeadPlayer	Tests picking up arrow from dungeon when there is no arrow in the current location.
testPickUpArrowNoArrow	Tests picking up arrow from dungeon when there is no player in the dungeon.
testPickUpArrowNoPlayer	Tests picking up arrow from the dungeon with null dungeon instance.
testPickUpArrowNullDungeon	Tests picking up treasure from dungeon successfully.
testPickUpTreasure	Tests picking up treasure from dungeon when another player is placed in the dungeon.
testPickUpTreasureAnotherPlayer	Tests picking up treasure from dungeon when the treasure name is illegal.
testPickUpTreasureIllegalTreasureName	Tests picking up treasure from dungeon when no player is placed in the dungeon.
testPickUpTreasureNoPlayer	Tests picking up treasure from dungeon when the cave has no treasure in it.
testPickUpTreasureNoTreasure	Tests picking up treasure from the dungeon when either the dungeon object or the treasure name is null.
testPickUpTreasureNullDungeonOrTreasureName	Tests picking up treasure from dungeon when the player is dead.
testPickUpTreasurePlayerDead	Tests picking up treasure from dungeon when the treasure type is not present in the current cave.
testPickUpTreasureTreasureNotPresent	Tests picking up treasure from dungeon when the current position of player is a tunnel.
testPickUpTreasureTunnel	Tests shooting arrow when the another player is in the dungeon.
testShootArrowAnotherPlayerInDungeon	Tests shooting arrow and the distance specified is less than the distance to Otyugh.
testShootArrowDistanceLessThanOtyugh	Tests shooting arrow and the distance specified is more than the distance to Otyugh.
testShootArrowDistanceMoreThanOtyugh	Tests shooting arrow when the player does not have any arrow.
testShootArrowNoArrow	Tests shooting arrow when the player is not in the dungeon.
testShootArrowNotInDungeon	Tests shooting arrow and the Otyugh is hit once.
testShootArrowOtyughHitOnce	Tests shooting arrow twice and killing the Otyugh.
testShootArrowOtyughKill	Tests shooting arrow when the player is dead.

ValueSanity	
Test method	Test description
testCheckNegativeNegative	Tests check negative with negative arg value.
testCheckNegativeNull	Tests check negative with null arg value.
testCheckNegativePositive	Tests check negative with positive arg value.
testCheckNullNull	Tests check null with null arg.
testCheckNullValue	Tests check null with null value.
testCheckNullValueNonNull	Tests check null with non-null value.