HW 2 Design

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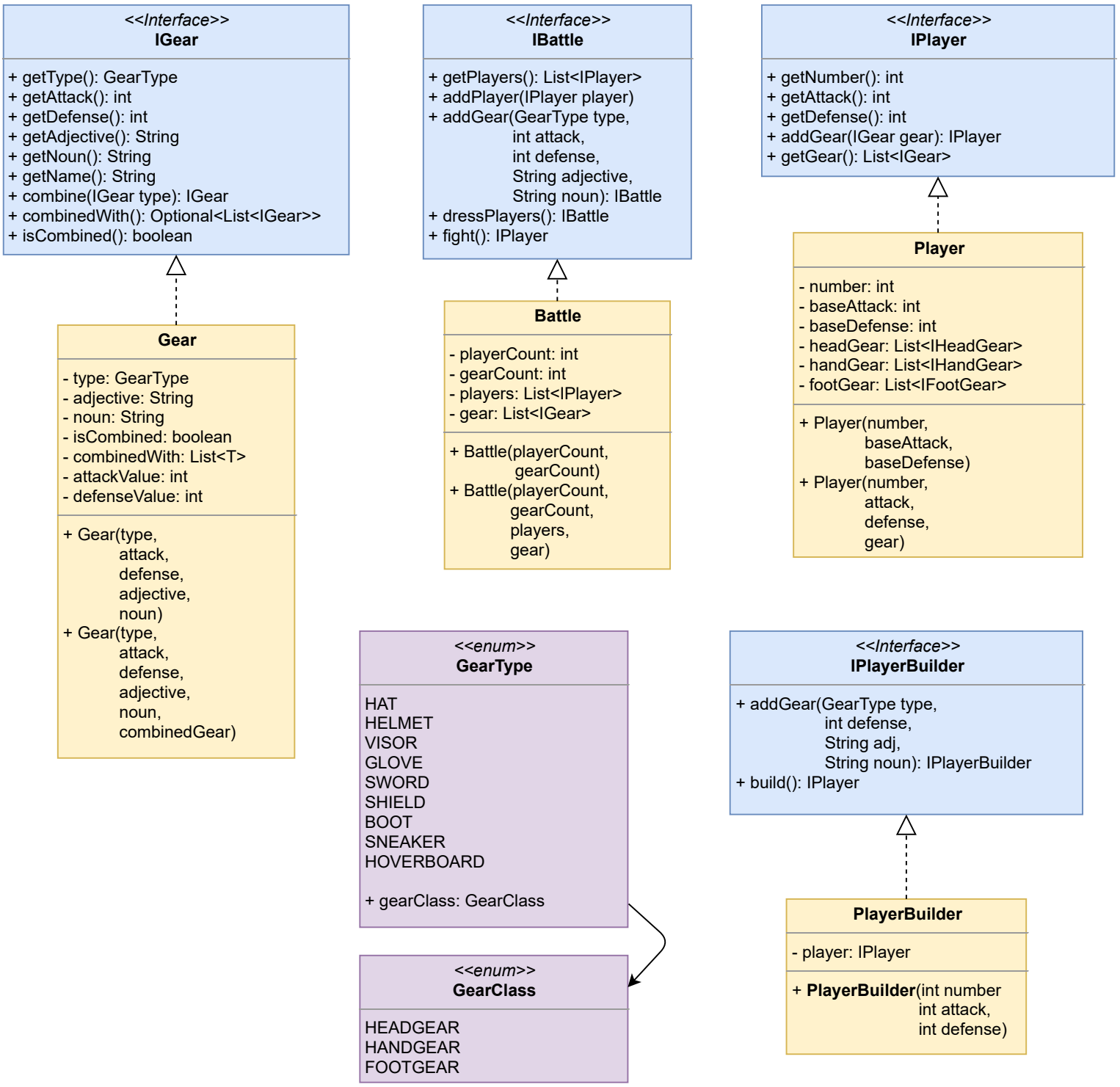

Homework 2 Testing Strategy
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Below is the testing strategy for each class in the implementation of homework 2.

AbstractGear
AbstractGear class to hold common functionality between different `IGear` implementations.
Constructor:

- AbstractGear(type, attack, defense, adjective, noun)
    - `type` property is of type GearType (enum)
    - `attack` is an `int` that must be non-negative
    - `defense` is an `int` that must be non-negative
    - `adjective` is a single-word `String` that must not be empty
    - `noun` is a single-word `String` that must not be empty
- Gear(type, attack, defense, adjective, noun, combinedWith)
    - `type` property is of type GearType (enum)
    - `attack` is an `int` that must be non-negative
    - `defense` is an `int` that must be non-negative
    - `adjective` is a single-word `String` that must not be empty
    - `noun` is a single-word `String` that must not be empty
    - `combinedWith` is an instance of `*IGear*` interface which must be set if using this constructor

getType(): GearType

- Accessor for GearType property
- Assert returned type matches that of constructor arg

getAttack(): int

- Returns the aggregate `attack` `int` value (player's base `attack` + sum of gear `attack` values)
- Assert that value returned matches expected given base `attack` and added `gears`

getDefense(): int

- Returns the aggregate `attack` `int` value (player's base `attack` + sum of gear `attack` values)
- Assert that value returned matches expected given base `attack` and added `gears`

getAdjective(): String

- Returns the `adjective` `String` passed into the constructor
- Assert returned value matches value passed into constructor

getNoun(): String

- Returns the `noun` `String` value passed into constructor
- Assert returned value matches value passed into constructor

getName(): String

- Returns the combination of `getAdjective` and `getNoun`
- Assert correct values when:
    - Not a combined gear

        - A combined gear is set

combinedWith(): Optional<List<IGear>>

- Returns the `combinedWith` property, if set, otherwise null
- Assert returned `List<*IGear*>` equals actual `combinedWith` gear using overridden `toString()` and `equals()` and `hashCode()` methods

isCombined(): boolean

- Returns `true` is `combinedWith` is set to an `IGear` instance
- Returns `false` if `combinedWith` is `null`

combine(IGear gear):

- Factory method instantiating a new `*IGear*` instance with `combinedWith` set to the passed-in `*IGear*` instance
- If `*IGear*` instance is not of the same GearType as the argument `*IGear*` instance, throw IllegalArgumentException
- If `isCombined()` already `true`, this gear has already been combined. Throw `IllegalStateException`
    - Test for when called instance is already combined
    - Test for when passed-in instance is already combined

equals(Object other)

- Override which compares `other`s `toString()` method with called instance's `toString()` method

Player

Player class for the RPG. Can be dressed with various gears which augment its defense and attack power.

Constructor:

- Player(number, baseAttack, baseDefense)
    - `number` is non-negative `int`
    - `baseAttack` is non-negative `int`
    - `baseDefense` is non-negative `int`
- Player(number, baseAttack, baseDefense, headGear, handGear, footGear)
    - `number` is non-negative `int`
    - `baseAttack` is non-negative `int`
    - `baseDefense` is non-negative `int`
    - `headGear` is a `IGear` with length exactly 1 (no more, no less)
        - Assert `gear` instance is of type `HeadGear`
    - `handGear` is a `List<IGear>` with length between 1 and 2
        - Assert `gear` instances are of type `HandGear`
    - `footGear` is a `List<IGear>` with length between 1 and 2
        - Assert `gear` instances are of type `FootGear`

getNumber(): int

- Returns the player's `number` which was set by constructor
- Assert returned value matches value passed into constructor

getAttack(): int

- Aggregates the sum of the `attack` value for each `gear` set on the Player, plus the Player's base `attack` value set by constructor
- Assert return value matches expected using hard-coded sums in test cases

getDefense(): int

- Aggregates the sum of the `defense` value for each `gear` set on the Player, plus the Player's base `defense` value set by constructor
- Assert return value matches expected using hard-coded sums in test cases

addHeadGear(IHeadGear gear): IPlayer

- Factory method which adds a headgear to the player and returns the new player instance.
- Test that add succeeds when:
    - Player has no headgear set
    - Current headgear has not been combined and the gear being added is of the same GearType
- Test that add fails when:
    - Player has a headgear set and that headgear is of a different type
    - Player has a headgear set and that headgear is already combined

addHandGear(IHandGear gear): IPlayer

- Factory method which adds a handgear to the player and returns the new player instance.
- Test that add succeeds when:
    - Player has no handgear set
    - Current handgear has not been combined and the gear being added is of the same GearType
- Test that add fails when:
    - Player has a handgear set and that handgear is of a different type
    - Player has a handgear set and that handgear is already combined

addFootGear(IFootGear gear): IPlayer

- Factory method which adds a footgear to the player and returns the new player instance.
- Test that add succeeds when:
    - Player has no footgear set
    - Current footgear has not been combined and the gear being added is of the same GearType
- Test that add fails when:
    - Player has a footgear set and that footgear is of a different type
    - Player has a footgear set and that footgear is already combined

toString(): String

- Represents the Player object in String format
- Assert that returned String matched expected (use hard-coded String in test case)

equals(Object other): boolean

- Returns `true` if `other` matches instance being called
- Used `hashCode()` of the `toString()` response `String
- Test returns `true` for Player objects with same states
- Test returns `false` for Player objects with different states

Battle
Class for orchestrating battles between players. Sets a specified number of players and pits them against one another until only one is victorious.

constructor():
- Takes the following params:
    - A non-negative `int` for `playerCount` which dictates how many players must participate in the fight
    - A list of `IPlayer` instances. Can be empty.

getPlayers()
- Getter method for the players set on this instance
- Assert that the values returned matched values passed to constructor

addPlayer(IPlayer player): IBattle
- Factory method which adds a player to the list of players and returns a new updated Battle instance
- Test that method runs successfully when:
    - The player limit has not been met
- Test that method fails when:
    - The player limit has been met
    - A player with the same number has already been added

dressPlayers(): IBattle
- Factory method which has the players choose their gear from the provided list of gear.
- Test that logic determining which gear a player receives is correct:
    - If a gear can be combined, pick it and return
    - Otherwise pick the gear with the highest attack bump
    - Otherwise pick the gear with the highest defensive bump

fight()
- Pits each player in the list against one another until a victor is determined
- Assert that the most powerful player wins in a list of two players
- Assert that the most powerful player wins in a list of three players

PlayerBuilder
Builder class for Player instance.

constructor():
- Takes the following params:
    - Non-negative `int` number
    - Non-negative `int` attack
    - Non-negative `int` defense

addGear(GearType type, int defense, String adj, String noun): IPlayerBuilder
- Instantiates an IGear instance using the provided args and attempts to add to the `player` instance it is building
- Test method runs successfully when:

        - Args are valid and Player has space or an uncombined gear
- Test method fails when:
    - GearType invalid
    - Negative `attack` provided
    - Negative `defense` provided
    - Empty `adj` value
    - Empty `noun` value
    - Player has no room or gear cannot be combined