Original Design Document Project 02—Equipping Characters

UML
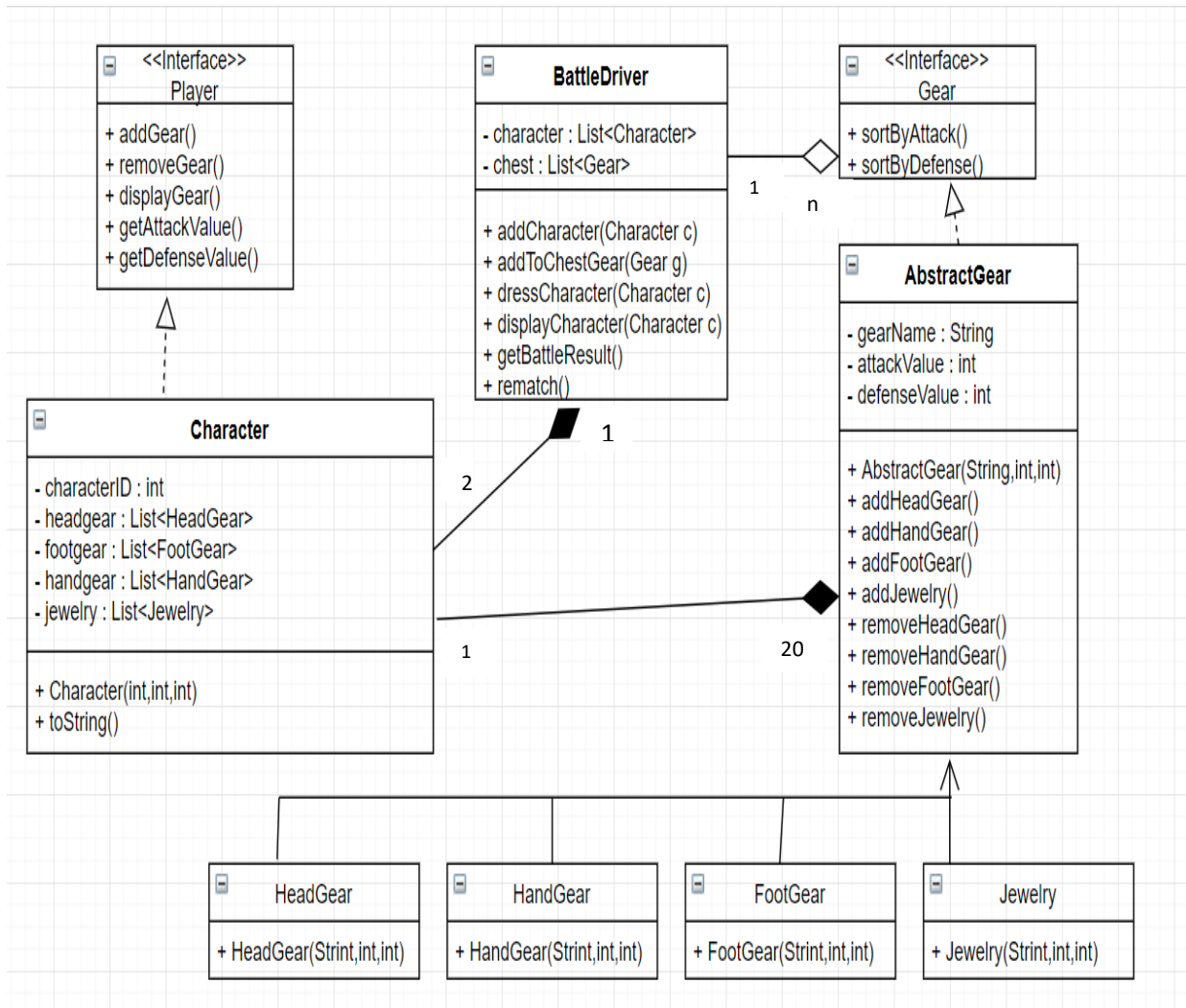
Testing Plan

Test	actual	expected
Test create character 1	char1 = new Character(1,10,15); BattleDriver b; b.addCharacter(char1)	Character 1 Gear: Attack value : 10 Defence value : 15
Test create character 2	char2 = new Character(2,5,20); BattleDriver b; b.addCharacter(char2)	Character 2 Gear: Attack value : 5 Defence value : 20
Test add invalid character	Char1 = new Character(1,-5,10); BattleDriver b; b.addCharacter(char1)	IllegalArgumentException
Test add invalid character	Char1 = new Character(1,5,-10); BattleDriver b; b.addCharacter(char1)	IllegalArgumentException
Test add invalid character	Char1 = new Character(null,5,10); BattleDriver b; b.addCharacter(char1)	IllegalArgumentException
Add head gear to chest	Head1 = new HeadGear("Electic Mask",20,10); Head2 = new HeadGear("Speed Helmet",5,14); Battle Driver b; b.addToChestGear(head1) b.addToChestGear(head2)	>> HeadGear Electric mask Attack value: 20 Defense value : 10 Speed Helmet Attack value : 5 Defense value : 14
Add hand gear to chest	Hand1 = new HandGear("Electic Glove",2,10); Hand2 = new HandGear("Super sword",15, 7); Battle Driver b; b.addToChestGear(hand1) b.addToChestGear(hand2)	>> HandGear Electric Glove Attack value: 2 Defense value : 10 Super sword Attack value : 15 Defense value : 7

Add foot gear to chest	Foot1 = new FootGear("Electic Boot",70,10); Foot2 = new FootGear("Speed Skates",15,14); Battle Driver b; b.addToChestGear(Foot1) b.addToChestGear(Foot2)	>> FootGear Electric Boot Attack value: 70 Defense value : 10 Speed Skates Attack value : 15 Defense value : 14
Add jewellry to chest	J1 = new Jewellry("Electic Crown",70,10); J2 = new Jewellry("Speed pendant",15,14); Battle Driver b; b.addToChestGear(J1) b.addToChestGear(J2)	>> Jewelly Electric Crown Attack value: 70 Defense value : 10 Speed pendant Attack value : 15 Defense value : 14
Dress character	Head1 = new HeadGear("Electic Mask",20,10); Hand1 = new HandGear("Electic Glove",2,10); Foot1 = new FootGear("Electic Boot",70,10); J1 = new Jewellry("Electic Crown",70,10); Battle Driver b; b.addToChestGear(head1) b.addToChestGear(hand1) b.addToChestGear(Foot1) b.addToChestGear(J1) dressCharacter(Char1)	>> Character 1 Gear: Head gear - Electric mask Hand gear- Electric glove Foot gear – Electric boot Jewellry – Electric crown Attack value : 172 Defense value : 52
Test battle result when there is win	BattleDriver b; b.battleResult()	>> Character 1 wins Character 1 Damage = 20 Character 2 Damage = 70
Test battle result when there is tie	BattleDriver b; b.battleResult()	>> Players tie Character 1 Damage = 20

		Character 2 Damage = 20
Test rematch	BattleDriver b; b.rematch()	>> Rematch started Battle ground started 2 Players Players dressed with armor
Test combining gear names	Head1 = new HeadGear("Electic Mask",20,10); Head1 = new HeadGear("Super crown",2,10); Foot1 = new FootGear("Electic Boot",70,10); J1 = new Jewellry("Electic Crown",70,10); Battle Driver b; b.addToChestGear(head1) b.addToChestGear(hand1) b.addToChestGear(Foot1) b.addToChestGear(J1) dressCharacter(Char1)	>> Character 1 Gear: Head gear - Super Electric mask Foot gear – Electric boot Jewellry – Electric crown Attack value : 172 Defense value : 52