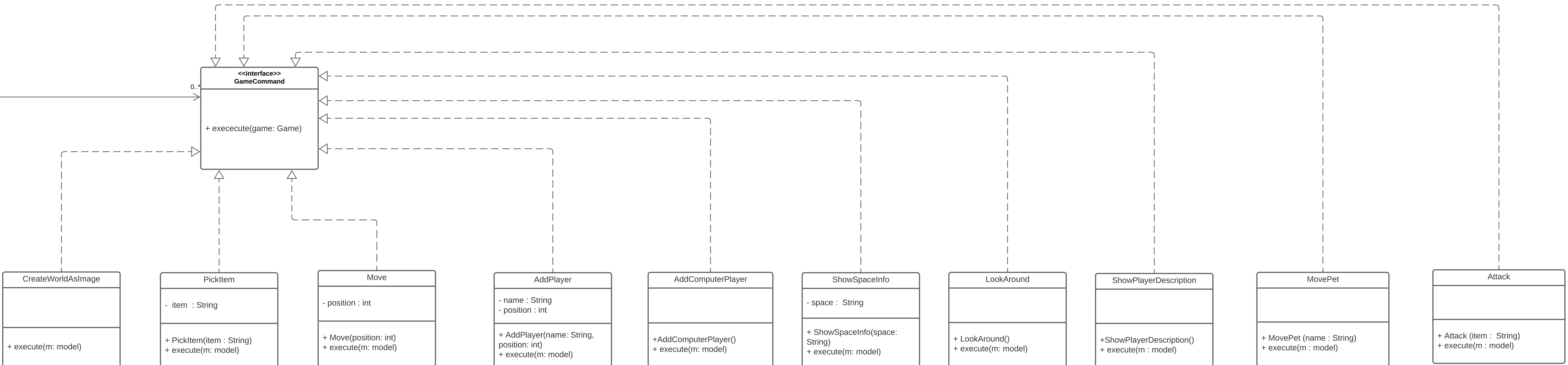
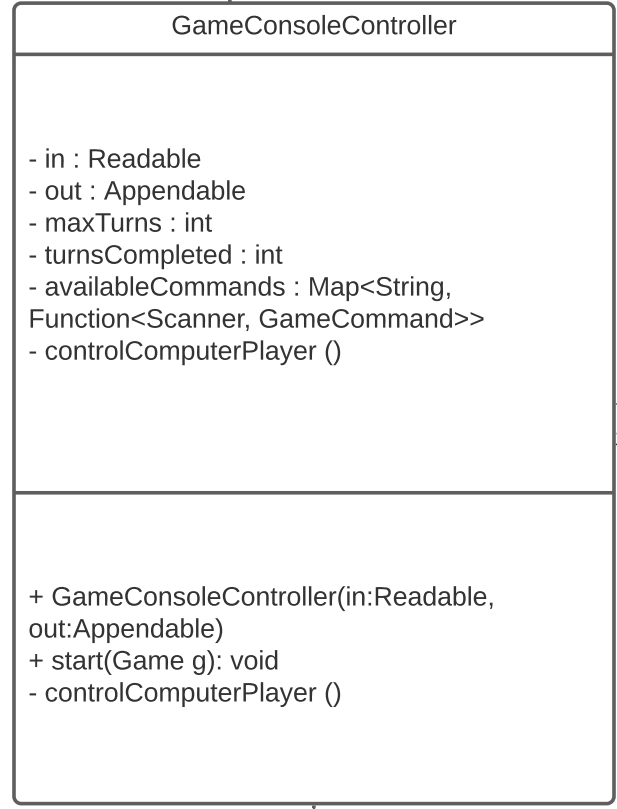
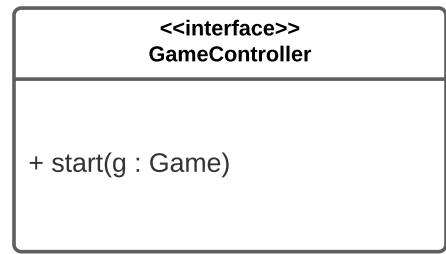
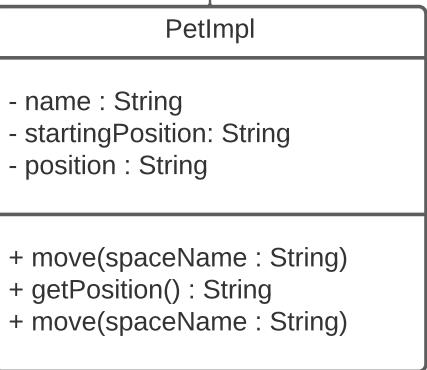
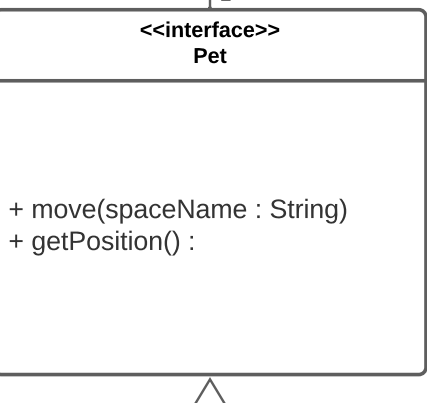
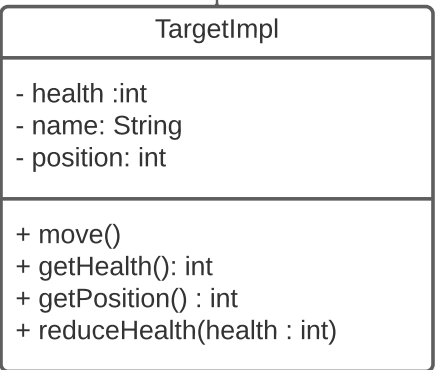
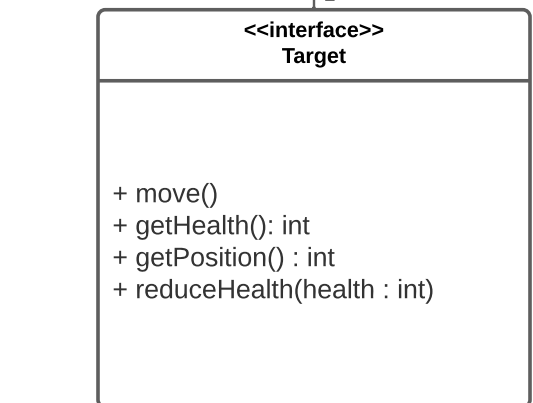
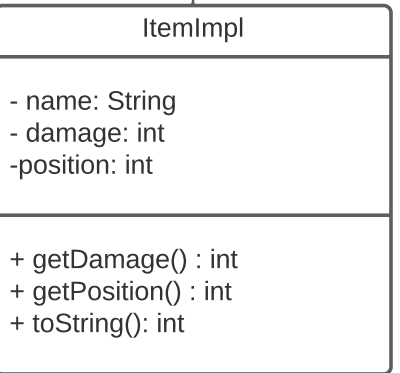
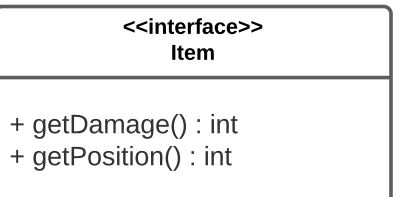
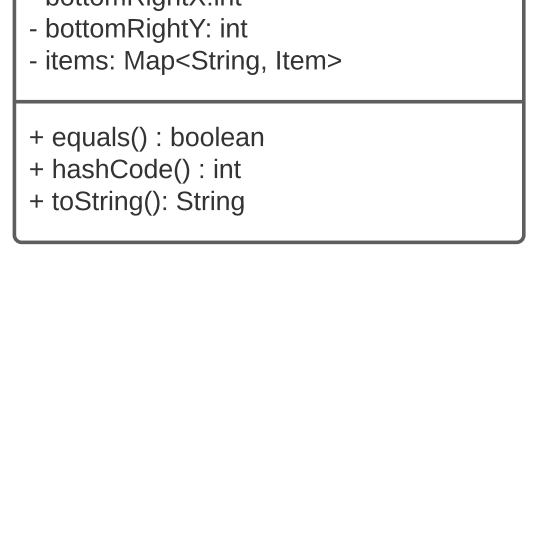
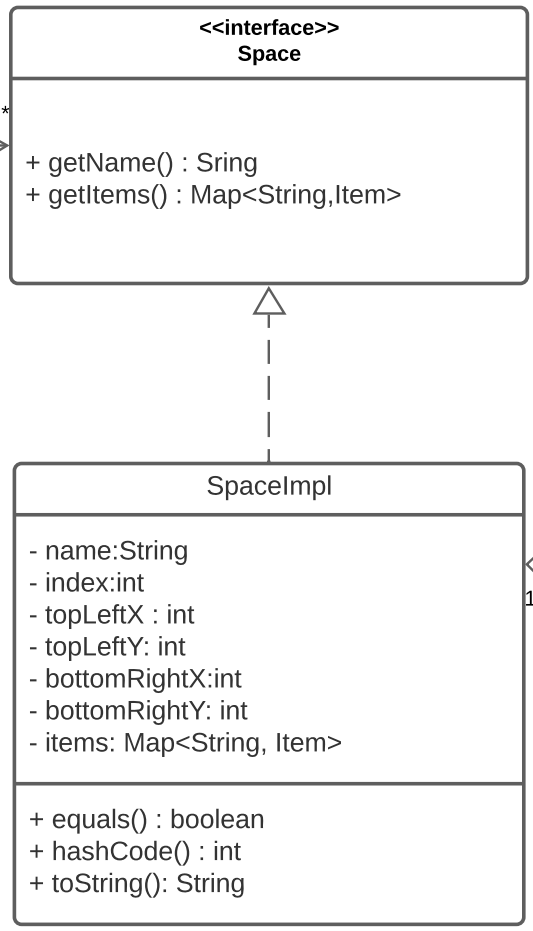
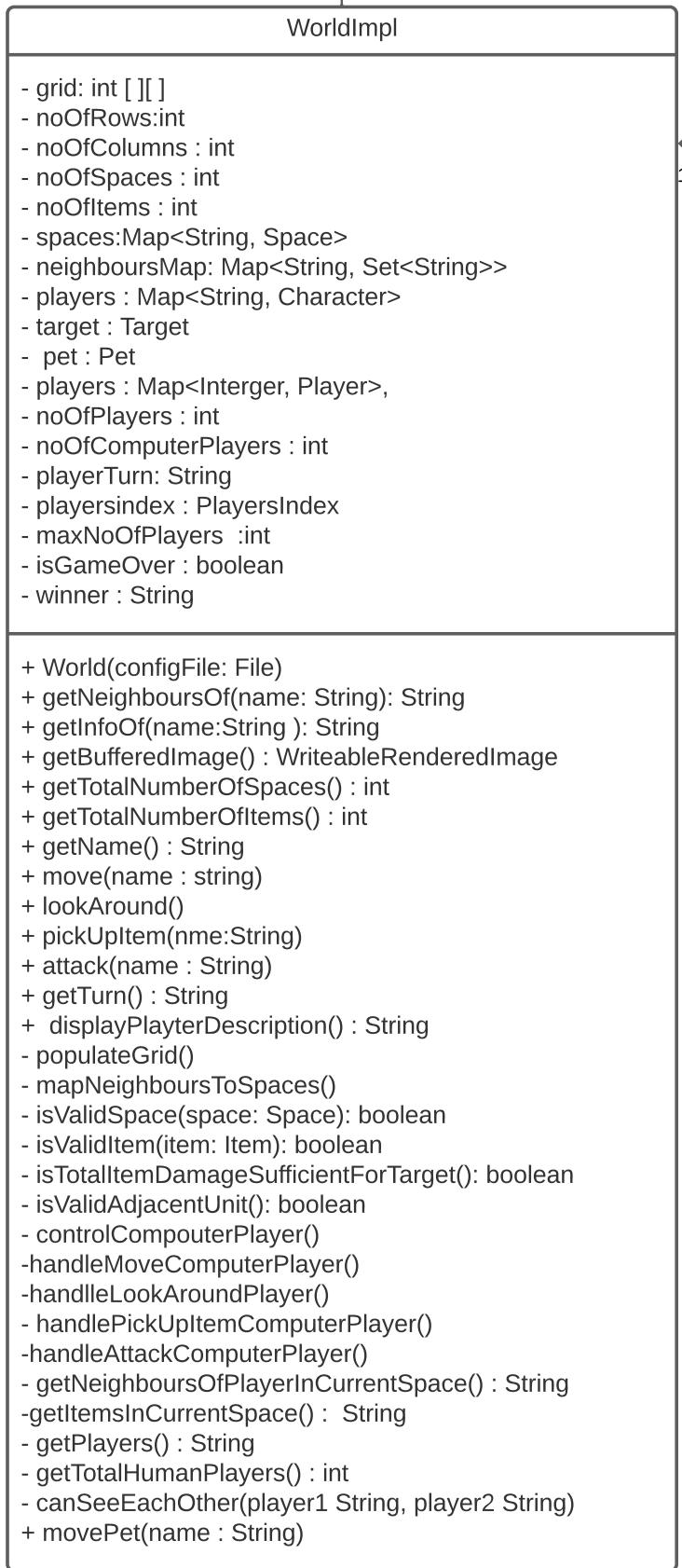
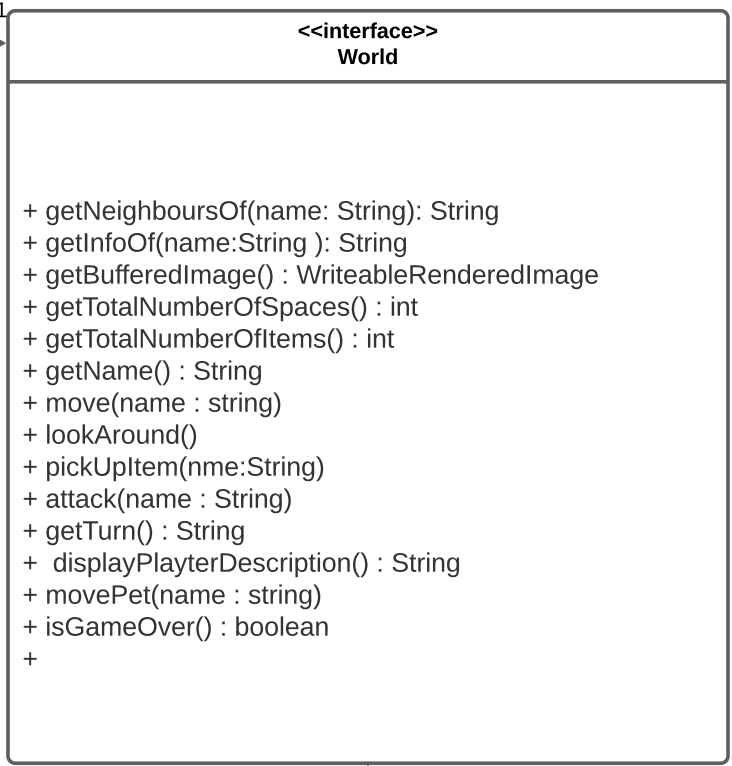
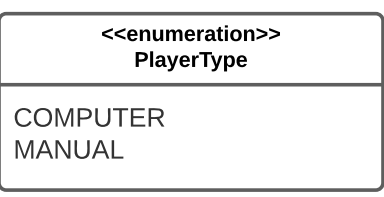
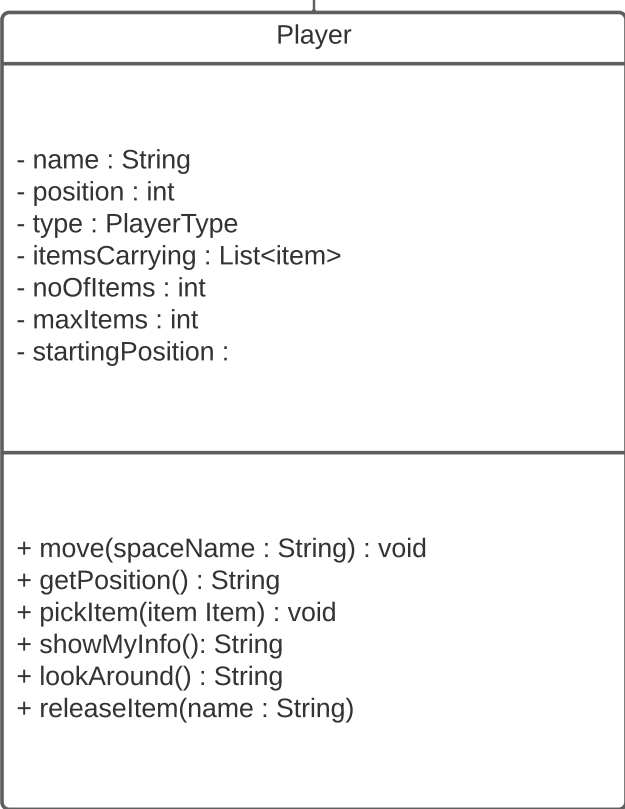
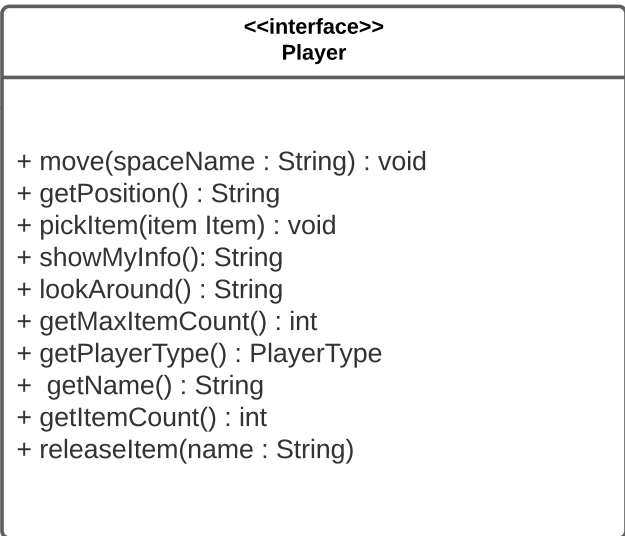
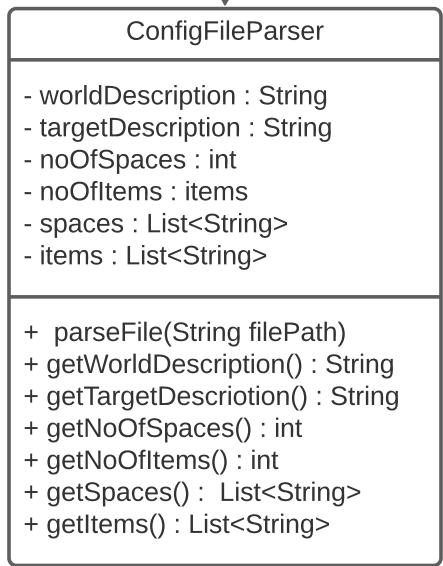
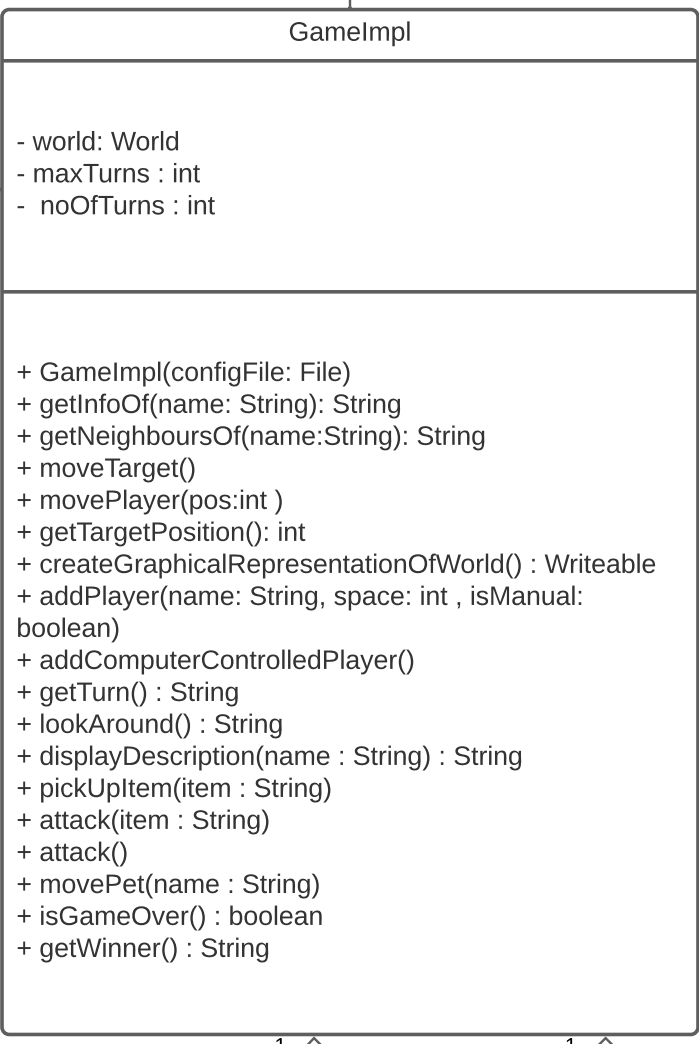
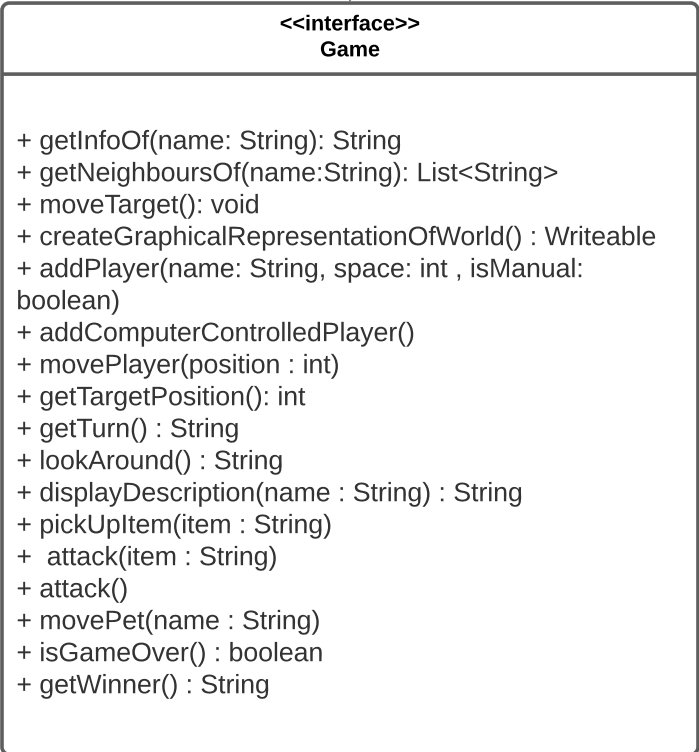


Controller



Model



Test plan for Milestone 3

Testing the Model

Testing the Construction of the Pet	Input	Expected
Constructing a valid pet	PetImpl("My Pet", "Space1")	Pet added to the game. Pet Details: Name : My Pet Position : Space1
Constructing a pet with invalid name	PetImpl("", "Space1")	IllegalArgumentException
Constructing a pet with invalid start position	PetImpl("My Pet", "No space")	IllegalArgumentException

Testing the move pet	Input	Expected
Player moving a pet to a valid space	movePet("Space1")	Before: Space Info Space1: Name : Space1 Items : 2 [Item1, Item2] Players : 1 [Player1] Neighbours : 2 [Space1, Space2] Pet Present : Yes Space info Space2: Name : Space2 Items : 2 [Item1, Item2] Players : 1 [Player3] Neighbours : 2 [Space1, Space2] Pet Present : No After: Space Info Space1: Name : Space1 Items : 2 [Item1, Item2] Players : 1 [Player1] Neighbours : 2 [Space1, Space2] Pet Present : No Space info Space2: Name : Space2 Items : 2 [Item1, Item2] Players : 1 [Player3]

		Neighbours : 2 [Space1, Space2] Pet Present : Yes
Player moving a pet to a space not in the world	movePet("No space")	IllegalArgumentException
Computer player moving a pet to a valid space	movePet("Space1")	<p>Before:</p> <p>Space Info Space1: Name : Space1 Items : 2 [Item1, Item2] Players : 1 [Player1] Neighbours : 2 [Space1, Space2] Pet Present : Yes</p> <p>Space info Space2: Name : Space2 Items : 2 [Item1, Item2] Players : 1 [Player3] Neighbours : 2 [Space1, Space2] Pet Present : No</p> <p>After:</p> <p>Space Info Space1: Name : Space1 Items : 2 [Item1, Item2] Players : 1 [Player1] Neighbours : 2 [Space1, Space2] Pet Present : No</p> <p>Space info Space2: Name : Space2 Items : 2 [Item1, Item2] Players : 1 [Player3] Neighbours : 2 [Space1, Space2] Pet Present : Yes</p>
Pet moving around after every turn	movePet("Space1")	<p>Pet Position : Space2</p> <p>After A Turn</p> <p>Pet Position : Space3</p>
Pet returning to the first space after completing one cycle	movePet("Space1")	<p>Before:</p> <p>Pet Position : Space10</p> <p>After:</p> <p>Pet Position : Space1</p>

Testing the attack target	Input	Expected
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Player attacking a target with an item	attack("Item1")	Before: Target Health : 50 Player Items : 2 After: Target Health : 40 Player Items : 1
Computer Player attacking a target with an item	attack("Item1")	Before: Target Health : 50 Player Items : 2 After: Target Health : 40 Player Items : 1
Player poking the target	attack()	Before: Target Health : 50 After: Target Health : 49
Player attacking a target with a player in neighbouring space	attack("Item1")	Before: Target Health : 50 Player Items : 2 After: Target Health : 50 Player Items : 1
Player attacking a target when target not in the current space	attack("Item1")	Before: Target Health : 50 Player Items : 2 After: Target Health : 50 Player Items : 1
Player attacking target with a player in current space	attack("Item1")	Before: Target Health : 50 Player Items : 2 After: Target Health : 50 Player Items : 1

Testing the Look Around	Input	Expected
Look around with multiple players and items in the neighbours	lookAround invoked	<p>Current Space : Space1 Items : 2 [Item1, Item2] Players : Player1, Player2</p> <p>Neighbours: Space2 Items : 2 [Item3, Item4] Players : Player4, Player3</p> <p>Space3 Items : 2 [Item5, Item6] Players : Player5, Player6</p>
Look around when a pet occupies a neighbour	lookAround invoked	<p>Current Space : Space1 Items : 2 [Item1, Item2] Players : Player1, Player2</p> <p>Neighbours: Space2 Items : 2 [Item3, Item4] Players : Player4, Player3</p> <p>Display Space Info of Space3 Name : Space1 Items : 2 [Item1, Item2] Players : 1 [Player1] Neighbours : 2 [Space1, Space2] Pet Present : Yes</p>
Look around when no neighbours	lookAround invoked	<p>Current Space : Space1 Items : 2 [Item1, Item2] Players : Player1, Player2</p> <p>Neighbours:</p>
Look around when no players in the space	lookAround invoked	<p>Current Space : Space1 Items : 2 [Item1, Item2] Players : 0</p> <p>Neighbours: Space2 Items : 2 [Item3, Item4] Players : Player4, Player3</p>

		Space3 Items : 2 [Item5, Item6] Players : Player5, Player6
Look around when no items in the space	lookAround invoked	Current Space : Space1 Items : 0 Players : 1 [Player1] Neighbours: Space2 Items : 0 Players : Player4, Player3 Space3 Items : 0 Players : Player5, Player6

Testing the game over condition	Input	Expected
Games is over when a normal player kills the target	Players attacks the target	Game Over Winner : PlayerA
Games is over when a computer player kills the target	Computer player attacks the target	Game Over Winner : Computer1
Game tie after max turns	Players takes and turns and number of turns exhaust	Game is tied
Player attempting to play after game over	Player tries to send command	IllegalStateException

Testing the display information of space	Input	Expected
Space information when there is a pet	displaySpaceInformation("Space1")	Name : Space1 Items : 2 [Item1, Item2] Players : 1 [Player1] Neighbours : 2 [Space1, Space2] Pet Present : Yes
Space information when there is no pet	displaySpaceInformation("Space1")	Name : Space1 Items : 2 [Item1, Item2] Players : 1 [Player1]

		Neighbours : 2 [Space1, Space2] Pet Present : No
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Testing the Controller

Testing the command invocation	Input	Expected
Player moving a pet	Player invokes move command and enters the space name	"Pet moved to Space1"
Player attacking the target	Player invokes the attack command and enters the	"Attacking the target using an item"
Player using the look around command	Player invokes the look around command	"Looking around the space Space Name, items, players"
Player using the display space information command	Player invokes the display space info command and enters the space name	"Displaying Space information : name, items, players"
Player winning a game	Player attacks the target and wins the game	"Player A won the game"