

Week 8 User Stories

CHARACTER v

- Test that initial values for character stats and attributes are correct upon character creation

EFFECT v

- Test that effect initializes
- Check that the 4 values for effect are initialized
- Check that reset can be set true or false
- Test that ApplyEffect reduces the duration attribute by 1 and destroys itself when duration reaches 0

ENVIRONMENT v

- Test that environment initializes
- Test that the environment's name and effect exists

CHARACTER ABILITY

- Test that Character Ability instantiates an Effect and has the correct field values
- Test that it character is not null on initialization
- Test that the field "modifier" is set to either spellpower or attackpower.

CHARACTER CLASS

- Test setting the first, second, third and fourth abilities for each of the three classes