Week 8 User Stories

CHARACTER √

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

EFFECT √

* 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 √

* 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