```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using SwinAdventure;
7  using NUnit.Framework; // Make sure you have this for [SetUp] and [Test]
8
9  namespace SwinAdventureTest
10 {
11     public class PathsTest
12     {
13         Player player;
14         Location library;
15         Location principalroom;
16         Paths path;
17         //Setup
18         [SetUp]
19         public void SetUp()
20         {
21             player = new Player("Truong Ngoc Gia Hieu", "A brave Swinburne
                   warrior");
22             library = new Location("State Library", "A medium library");
23             principalroom = new Location("Principal Room", "A personal
                   room");
24             path = new Paths(new string[] { "south" }, "Main Entrance",
                   "The way to the Alizabeth Street", library);
25             player.Location = principalroom;
26             principalroom.AddPath(path);
27         }
28
29         [Test]
30         public void PathIdentifiabletest()
31         {
32             Location expected_1 = library;
33             Location actual_1 = path.End;
34
35             Location expected_2 = principalroom;
36             Location actual_2 = player.Location;
37
38             Assert.AreEqual(expected_1, actual_1);
39             Assert.AreEqual(expected_2, actual_2);
40         }
41         [Test]
42         public void PathNameTest()
43         {
44             string expected = "Main Entrance";
45             string actual = path.FullDescription;
46             Assert.AreEqual(expected, actual);
```

```
47          }
48          [Test]
49          public void PathLocate()
50          {
51              GameObject expected = principalroom.FindPath("south");
52              GameObject actual = path;
53              Assert.AreEqual(expected, actual);
54          }
55      }
56  }
```