


Living Documentation

Feature: Game



I want to create a new custom character, setting their name

Scenario Outline: Set player name Bria

Character creation is currently split to be very simple; the only customization is setting the name

Shown

Scenario Outline

Given the player's name is "<playerNameInput>"

When the player sets their name

Then the Game sets the player's name to "<playerNameOutput>"

Examples:

#	Preview	Result	playerNameInput	playerNameOutput	Duration
1			Bria	Bria	Bria
2			Player	Player	< Time



Models to help understand the feature



Approvals and agreements



Links and references

What else could live alongside the tests?

Making things testable

How will you inject the preconditions so your tests are deterministic?

- Add a new constructor?
- Add a setter?
- Create a testable version?

Position	Direction	Position
4,3	↑ North	4,4
4,4	↓ South	4,3
4,3	← West	3,3
3,3	→ East	4,3

```
public void  
GameController(startingPosition) {}
```

```
public void  
setStartingPosition(startingPosition)  
{}
```

```
public class TestableGameController  
    extends GameController  
{  
    public void  
    TestableGameController  
        (startingPosition) {}  
}
```