



## Test

Player Test		
Test what	Input	Expected value
Move the player	move(2,2)	LocX = 2 LocY = 2
Get a description of the player	getDescription()	A string list of the treasures and location of the player
Get the treasure in the room	pickUpTreasure()	Update the treasure field
Get the location of the player	getLocation()	Return the LocX and LocY values
Location Test		
Test what	Input	Expected value
Add a treasure to the location	setTreasure(RUBIES)	The list of treasure has one more item
Add a neighbor to the location	setEntrance(10)	The list of neighbor has one more item
Get the treasure of the location	getTreasure()	A list of treasure
Get the neighbor of the location	getEntrance()	A list of neighbor
Dungeon Test		
Test what	Input	Expected value
Get the description of the one of the location	getDescription(2,2)	Return a string list showing which direction player can move and the treasure in the room
If a player picks up one treasure, the location should remove it	removeTreasure(RUBIES)	The corresponding treasure is removed from the location
Create the start and end location	createStartEnd()	Two values(start and end)