

## **TEST PLAN**

1. Test move method of the new controller.
2. Test pick method of the new controller.
3. Test shoot method of the new controller.
4. Test moving monster is working as expected.
5. Test mouse click works as expected when clicked on a right cell.
6. Test reset game is working fine as expected.
7. Test edit configuration takes the new values correctly and starts a new game.
8. Test thief is moving in the dungeon as expected.
9. Test game is over when the player reaches the end cave.
10. Test player dies on encountering a monster.
11. Test monster hit player when they are at same location.