Classes Design UML



Test Cases

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| Conditions | Examples |
| Test Ability construct and getter method | assertThat(ability, instanceOf(Ability.class)); |
| Test HeadGear construct and getter method | assertThat(gear, instanceOf(HeadGear.class)); |
| Test FootGear construct and getter method | assertThat(gear, instanceOf(FootGear.class)); |
| Test BeltGear construct and getter method | assertThat(gear, instanceOf(BeltGear.class)); |
| Test PotionGear construct and getter method | assertThat(gear, instanceOf(PotionGear.class)); |
| Test Weapon construct and getter method | *assertTrue*(weapon1.satisfyAbility(character)); |
| Test construct of Character | player = new Character("Abdul", ability); |
| Test equip of Character | player.equip(gear);  *assertEquals*(15,player.currentAbility().getConstitution()); |
| Test getter of Character | *assertEquals*(5, player.getAbility().getConstitution()); |

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