



LAB 2 – ROLE-PLAYING GAMES

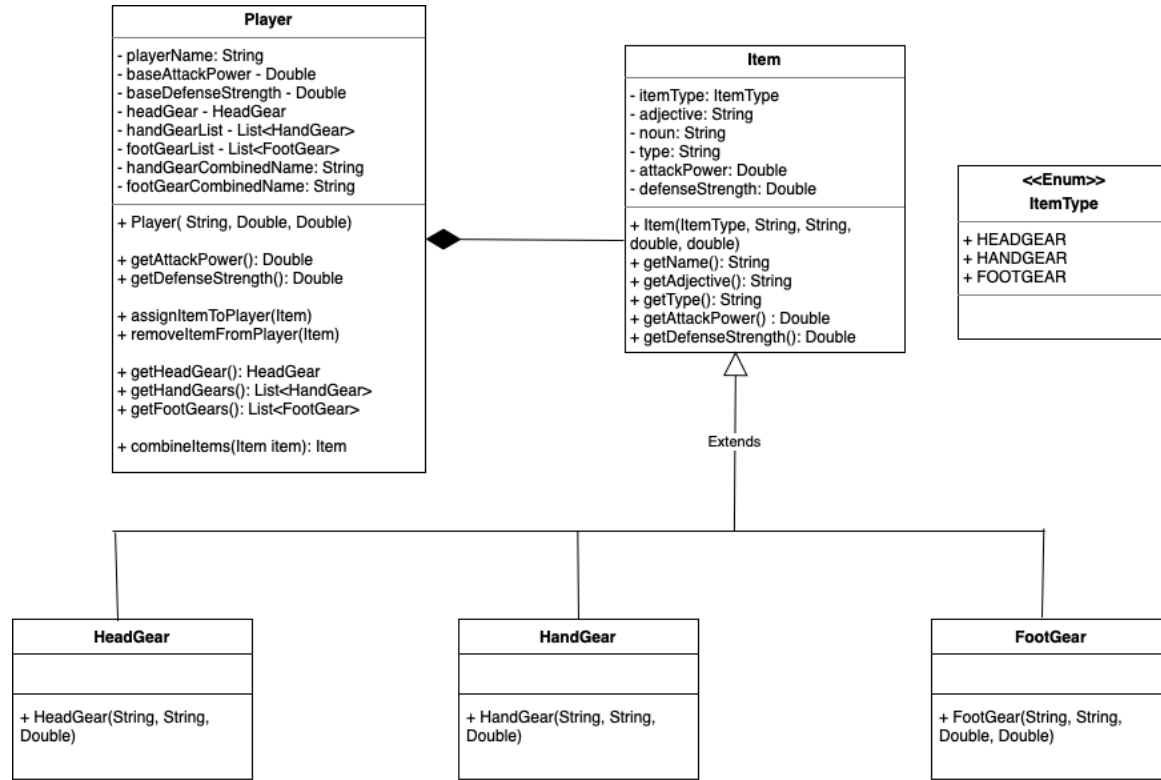
CS5010 – Programming Design Paradigm

Abstract

UML Class diagram and testing plan for Part - 1

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UML Class Diagram:



Test Plan:

Test Method	Description	Input Assignment	Expected Output
testAddGearsOfSameType()	Test combining gears correctly	Two gears of same type	Defense and Attack should be adjusted, total name is created - as per the requirement
testAddDifferentGearTypes()	Tests combining gears incorrectly	Two gears of different type	IllegalArgumentException
createGearsWithNullOrEmpty()	Tests incorrect creation of gear	Null adjective / type	IllegalArgumentException
testGearAssignmentToPlayer()	Tests the gear addition to the player	Success case	Player1 is assigned to the specified gear
testCreatePlayerWithNullArgument() / Empty String	Tests incorrect creation of player	Null player name	IllegalArgumentException
testAddExcessHeadGear() / HandGears / FootGears	Tests gear limit	Add gears more than the limit	IllegalStateException
testPlayerToString()	Tests the details of the player	Get the player details	Prints the details of the player.