Testing Strategy:

* Test robot queue functionality
  + Check if the robots are cycled in the correct order
* Check information spread functionality
  + Check if robot only asks the robot behind it for information
  + Check that the robot receives the correct info from the robot behind it
  + Check that the robot doesn’t receive extra info from robot behind it
* Check that a robot finds caverns correctly
  + Test that the robot has the right path to the cavern it was sent to
  + Test that if the robot should find other caverns on its way that it has those paths correct as well
  + Test that if the robot finds other caverns it doesn’t return until it finds the one it was sent to find
* Check a robots interaction with each type of tunnel section
  + Check that it doesn’t travel on walls
  + Check that it doesn’t travel in caverns past the entrance
  + Check that it does travel on passageways
* Check that if a robot knows the route to its assigned cavern that it goes directly there
  + If the robot knows how to get there, it should go directly to the cavern.
* Test reading in a maze from a file
  + Similar tests to clue input files

Development strategy:

Part I: Implement tests for following development tasks

Develop reading in maze

Develop recursive function for cavern locating

Develop route storing for other caverns

Develop robot queue functionality (it should work with just one robot until this point)

Part II: Develop mine GUI

Develop robot queue GUI

Develop next robot button and functionality

Develop display robots and explored paths button and functionality

Develop choose cavern input and functionality