



TESTING PLAN

CONTROLLER TESTS

1. Player Finishes the Game successfully by traversing the dungeon and reaching the End point.
2. Check if the Player is able to move successfully through one node to another in the dungeon.
3. Check if the Player has the ability to shoot arrow the Dungeon.
4. Check if the Player can pick Treasure from Dungeon.
5. Check if the Player can pick Arrows from Dungeon.
6. Check the ability of arrow to hit monster.
7. Test when the Player Hits an Arrow, the Otyugh can take damage.
8. A damaged Otyugh when hit by Arrow, check if it is dying or not.
9. Check if there can be weak smell detected when monster is at 2 nodes away.
10. Check if there can be Strong smell detected when monster is at 1 node away.
11. Check if there can be Strong smell detected when multiple monsters are 2 nodes away.
12. Check if player can be killed by monster when inside same node with it.
13. Check player avoidance ability when the monster is damaged and player is in the same node with it.
14. Check if Otyugh is Present at the last ending node of the cave.
15. Check if player has 3 crooked arrows at the beginning of the game.
16. Check if the id missing input in controller can handle NoSuchElementException or not.

MODEL TESTS (Added New Ones After Project 3)

1. Test if the Arrows are populated in the dungeon or not.
2. Test if the Otyughs are populated in the dungeon or not.
3. Test if it throws IllegalArgumentException if the number of Otyughs in the Dungeon is greater than the number of Nodes.
4. Test if it throws IllegalArgumentException if the number of Otyughs in the Dungeon is negative or zero.
5. Test to check if there is always a Monster present at the end node.
6. Test to check if there is no monster at the starting node.
7. Test if the Otyughs only occupy Cave Nodes and not the Tunnels.
8. Test if the caves can contain Treasure with Arrows or not.
9. Test to see if there is no presence of smell, when no Otyugh are present.
10. Test to see if there is a presence of strong smell with single monster, when Otyugh are present.
11. Test to see if there is a presence of strong smell with multiple monsters, when Otyugh are present.
12. Test to see if there is a presence of weak smell, when Otyughs are present.
13. Test to see if player can die when present in the same cave as monster.
14. Test to see if player has chance to survive when inside the cave with a injured monster.
15. Test to see if player has 3 arrows at the start of the game.
16. Test to see if the number of arrows cave in the dungeon is equal to percentage in the treasure in the dungeon.
17. Test to see if the player has the ability to shoot arrows.
18. Test to see if the arrow hits the wall and drops.
19. Test the crooked arrows through curved tunnels, whether they turn or not.
20. Test if the Otyugh takes 2 arrow hits by the player to die.