



TESTING PLAN

- 1.** Create a Mock Class with a set seed so that the random values are generated in a sequence which makes it testable.
- 2.** Check the getter methods for Player Fight Attributes like Striking Ability, Avoidance Ability, potential Damage Ability, Actual Damage Ability.
- 3.** Check the getter methods for players attributes like strength, constitution, dexterity, Charisma.
- 4.** Check if the player with greater charisma hits first.
- 5.** Check if 25% of the items in equipment bag are 25%.
- 6.** Check if the fight stops when health is 0.
- 7.** Check if headgear affects constitution.
- 8.** Check if Potion affects all abilities or not.
- 9.** Check if belts affect up to 2 abilities or not.
- 10.** Check if Footwear affects dexterity or not.
- 11.** Check if player is wearing only 1 headgear.
- 12.** Check if player is wearing only 1 footwear.
- 13.** Check if the player is wearing belts up to 10 units only.
- 14.** Check if player is assigned weapon or not.
- 15.** Check if the gears are listed in sorted order from top to bottom.
- 16.** Check if the Gear abilities wear off after some rounds.
- 17.** Check if the player is assigned gears as per the limits like headgear – 5, footwear – 5, Belts – 15, potions – 15.
- 18.** Check if the fight does not run infinitely.
- 19.** Test for all the null vales for all non-primitive data types passed in constructors.