Testing Plan

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| 1. ~~Every cave has a path, cave cannot be isolated.~~ testAllLocationsAccessible |
| 1. ~~The given percentage of caves have treasure.~~ testTreasureFilledMaze |
| 1. Path length between start and end is always atleast 5. |
| 1. Edge caves in wrapped dungeon are connected |
| 1. Edge caves in not wrapped dungeon are not connected |
| 1. ~~Player picks up treasure correctly.~~ testTreasurePicking( |
| 1. ~~Cave is emptied after player picks treasure.~~ testTreasurePicking( |
| 1. ~~Player moves correctly.~~ testMove |
| 1. ~~Player cannot move across caves without tunnel~~ testInvalidMove |
| 1. Player treasure description is correct |
| 1. ~~Player location is correct~~ testMove 2. Test 5 away getMaze |
| 1. ~~Test tunnels don't have treasure~~ testTreasureFilled |
| 1. ~~Test increasing the interconnectivity increases connecting paths~~ getMaze |
| 1. ~~Test dungeon maze is created correctly.~~ getMaze |
| 1. ~~Test that there is a path from every cave in the dungeon to every other cave in the dungeon.~~ 2. ~~Test that invalid rows value to dungeon throws error.~~ 3. ~~Test that invalid column values to dungeon throws error.~~ 4. ~~Test that invalid interconnectivity value throws error.~~ 5. ~~Test that invalid move value to move player throws error~~ 6. ~~Test that invalid value to add treasure is not accepted~~ 7. ~~Test game ends after player reaches end.~~ |

* One run that shows a wrapping dungeon
* One run that shows a non-wrapping dungeon
* One run that shows the player visiting every location in the dungeon
* One run that shows the player starting at the *start* and reaching the *end*
* One run that shows that the player's location and description at each step