

## Testing Strategy and Plan

1. I will use Junit as my testing framework for this project. (Mocking View and Model to test controller in isolation).
2. Functionalities to test for controller:
  - a. playGame
  - b. handleTreasurePickUpCurrentLocation
  - c. handleArrowPickUpCurrentLocation
  - d. handleShootArrow
  - e. handleMovePlayer
  - f. handlePlayerDescriptionGeneration
  - g. startNewGame
  - h. restartCurrentGame
3. Functionalities to test for model (Changes done in model for this project):
  - a. Reset the model (used by controller for restarting same game).
  - b. setupNewGame (used by controller for starting a new game with new parameters).
4. Once, I have completed testing for all these scenarios, I can ship a package of my application and submit my project with confidence on robustness and correctness.