



Action	ExpectOutPut
Test Jmenu with different size dungen	Dungeon to string match
Test controller with move in 4 direction	move
Test controller with shoot in 4 direction	shoot
Test controller with pick in either empty or full	Pick treasure
Test controller with empty shoot	No arrow
Test controller with killed by monster	die
Test controller with escape a damaged monster	50% change escape or die
Test controller with Leave the game	System exist
Test controller with win	Leave with treasure info
Test controller with lose	Lost info

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Test DungenInterface

Action	ExpectOutPut
constructor (6, 6, 0, 20, true) + test()	A wrap 6*6 dungen with 20% treasure and 0 interconnectivity
constructor(6, 6, 4, 100, False) + test()	A wrap 6*6 dungen with 100% treasure and 4 interconnectivity
constructor(6, 6, 4, 100, False) + tosign()	"possible move: north,east, sout , east, treasure: diamond"
constructor(6, 6, 4, 100, False) + pickTreasure() + tosign()	"possible move: north,east, south , east, treasure:"
Add(north) + addTreasure(diamond) + toSign()	"possible move: north, treasure: diamond"
constructor (6, 6, 4, 100, False) + isEnd()	False
constructor(6, 6, 4, 100, False) +loopThourghAllElemement + isEnd()	True
constructor (6, 6, 4, 100, False) + move(north) + test()	Location change to north elementNode
constructor (6, 6, 4, 100, False) + move(south) + test()	Location change to south elementNode
constructor(6, 6, 4, 100, False) + move(west) + test()	Location change to west elementNode
constructor(6, 6, 4, 100, False) + move(east) + test()	Location change to east elementNode
Dungen + restTreasure	Location move back to start Refill the dungen with treasure

EdgeCase:

Action	ExpectOutPut
createDungen(-6, -6, -1, -20, true) + test()	IllegalArgumentException

Test Player

Action	ExpectOutPut
Player("1") + toSign()	"Player name: 1, Treasure in Box: "
Player("1") + pickTreasure(Treasure.Diamond) + toSign()	"Player name: 1, Treasure in Box: Diamond"
Player("1") + pickTreasure(Treasure.Diamond) + restTreasure()	"Player name: 1, Treasure in Box:"

Test Driver

Dungen = Dungen(6, 6, 4, 100, False);

Player = Player("Player 1")

Action	ExpectOutPut
Consturctor(Dungen, Player) + toSign()	"Player name: 1, Treasure in Box: possible move: north, east, south , east, treasure: diamond"
Consturctor(Dungen, Player) +MovePlayer(north) + test	Location change to north elementNode
Consturctor(Dungen, Player) +MovePlayer(south) + test	Location change to south elementNode
Consturctor(Dungen, Player) +MovePlayer(east) + test	Location change to east elementNode
Consturctor(Dungen, Player) +MovePlayer(west) + test	Location change to west elementNode
Game over and restart	Location move back to start Refill the dungen with treasure Player lost all treasure
Consturctor(Dungen, Player) + pickTreasure+ toSign()	"Player name: 1, Treasure in Box: diamond possible move: north, east, south , east, treasure:"