# Warrior (AWarrior)

Post-conditions of Move

A method that accepts an argument for a direction to move. The method should change Position attribute of the Warrior. If the Warrior is at Position (0,0), a move to direction SOUTH\_EAST will change the Position to (1,1).

sut**.**Position**.**X **==** sut**.**Position**.**X@Pre **+** 1

sut**.**Position**.**Y **==** sut**.**Position**.**Y@Pre **+** 1

Should throw an InvalidOperationException, if a Warrior tries to move outside the Board boundary.

sut**.**Position **=** **new** Position **{** X **=** 0**,** Y **=** 0 **};**

Assert**.**That**(()** **=>** sut**.**Move**(**Direction**.**WEST**),** Throws**.**TypeOf**<**InvalidOperationException**>());**

Post-conditions of addWeapon

A method that accepts an argument for a Weapon. The method should change the boolean return type of hasWeapon() method from false to true.

sut**.**hasWeapon**()** **==** **!**sut**.**hasWeapon**()**@Pre

Should increase MeleePower if a Sword is picked and MagicPower if a Staff is picked.

sut.MeleePower == sut.MeleePower@Pre + weapon.Power

sut.MagicPower == sut.MagicPower@Pre + weapon.Power

Post-conditions of dropWeapon

The method should change the boolean return type of hasWeapon() method from true to false

sut**.**hasWeapon**()** **==** **!**sut**.**hasWeapon**()**@Pre

Post-conditions of Warrior

The constructor should set HitPoints to 100 and DefensePercentage to 0 when constructed.

sut.HitPoints == 100

sut. DefensePercentage == 0

# Weapon (AWeapon)

Post-conditions of Weapon

A constructor that accepts an argument for WeaponType (Sword, Staff). It should set the Power a random number between 3 and 6 for Staff WeaponType and a random number between 2 and 4 for Sword WeaponType.

**Sword (WeaponType)**

sut.Power >= 3

sut.Power <= 6

**Staff (WeaponType)**

sut.Power >= 2

sut.Power <= 4

# MeleeWarrior (AMeleeWarrior)

Post-conditions of MeleeWarrior

A constructor that should set the MeleePower a random number between 5 and 10 and MagicPower a random number between 1 and 3.

sut.MeleePower >= 5

sut.MeleePower <= 10

sut.MagicPower >= 1

sut.MagicPower <= 3

# MagicWarrior (AMagicWarrior)

Post-conditions of MagicWarrior

A constructor that should set the MeleePower a random number between 1 and 3 and MagicPower a random number between 3 and 8.

sut.MeleePower >= 1

sut.MeleePower <= 3

sut.MagicPower >= 3

sut.MagicPower <= 8