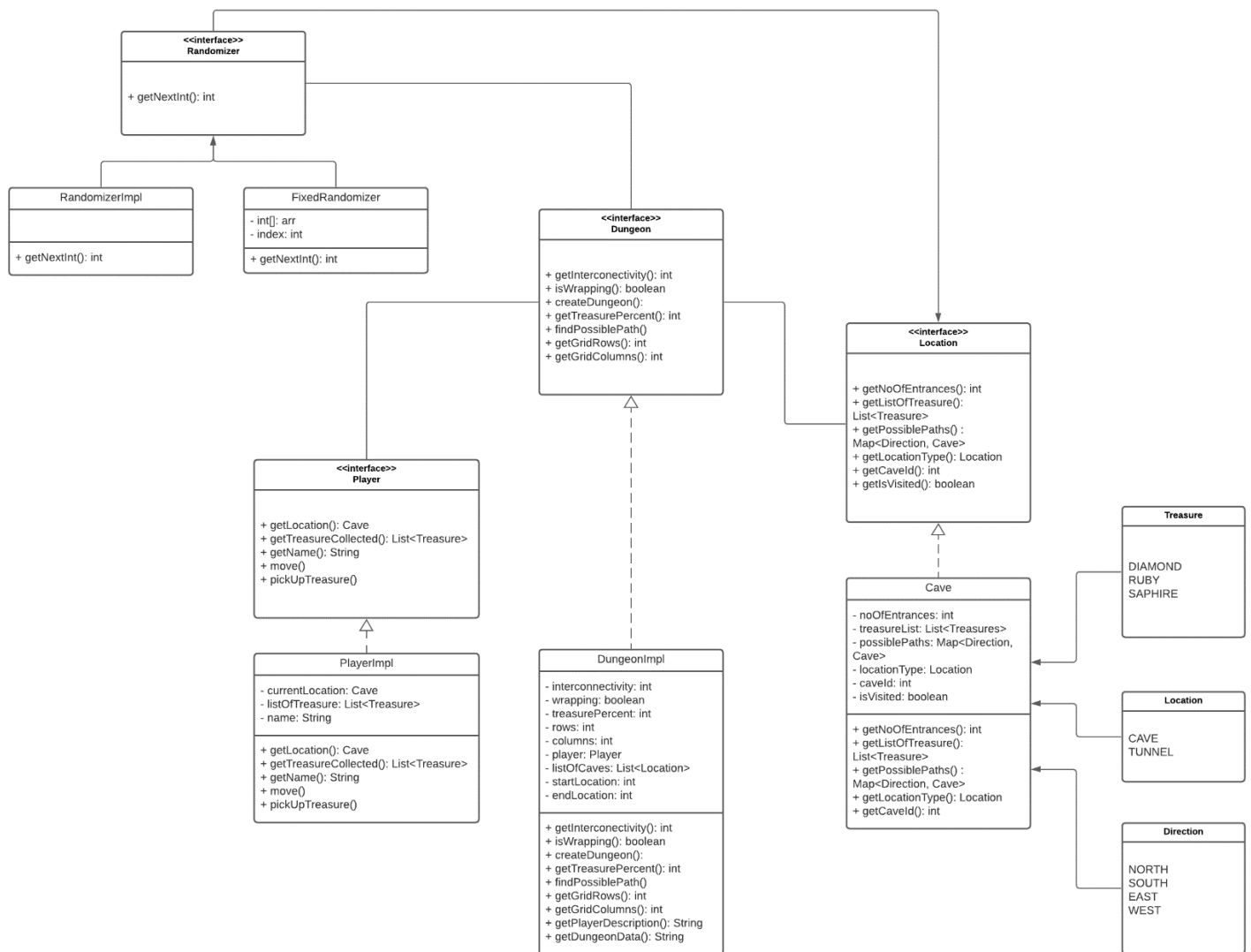


Dungeon Model



Testing Plan for Dungeon Model

Player:

1. Test if a player can move correctly
2. Test if the name of the player is a correct String
3. Test if the list of treasure for a player is correct
4. Test if the player can pick up the treasure if it is in the same cave
5. Test if the cave that the player is in is correct.

Dungeon:

1. Test if every cave in the dungeon has a path to every other cave
2. Test if the start and end node have at least 5 lengths in between
3. Test if the wrapping, non- wrapping of the cave is correct
4. Test if the no. of rows is positive
5. Test if the no of columns is positive
6. Test if the specific percentage of the caves in the dungeon have treasure
7. Test if the description of the treasures that player has collected is correct
8. Test if the description of the players location is correct
9. Test if the possible paths from the current location of the player is correct

Location:

1. Test if the cave with 2 entrances is a tunnel
2. Test if the treasures in a cave are assigned randomly
3. Test if a cave is marked as visited
4. Test if the list of neighbors of a cave are updated correctly
5. Test if the cave returns correct location type

Randomizer:

1. Test if the randomizer returns correct values