

Test plan for Adventure Game

Model

1. Player can correctly pickup arrows from a location.
2. Cannot pick arrows from a cave where there are no arrows present
3. Arrows are added in the same frequency of the treasure percent
4. Monster are added only to the caves and not in the tunnel
5. There is no monster at the start cave
6. There is a monster at the end cave
7. Player is correctly able to shoot arrow at a given distance and direction
8. Arrows travel correctly in a tunnel
9. Arrows travel through a straight line in a cave
10. Reduce health of monster after getting shot
11. Pungent smell when monster at 1 distance away or many monsters at 2 distances away
12. Weak smell when only one monster at 2 distances away
13. No smell when no monster
14. Illegal arguments for all the input parameters

Controller

1. Illegal arguments for model, input, output
2. Invalid command for Move, Pick, Shoot
3. Valid Move of a player
4. Valid shoot of a player
5. Valid Pick treasure of a player
6. Valid pick arrow of a player
7. Player won (has reached the end cave)
8. Player lost (eaten by the monster)
9. Player escaped successfully from an injured monster
10. Player is not able to shoot if there are no arrows