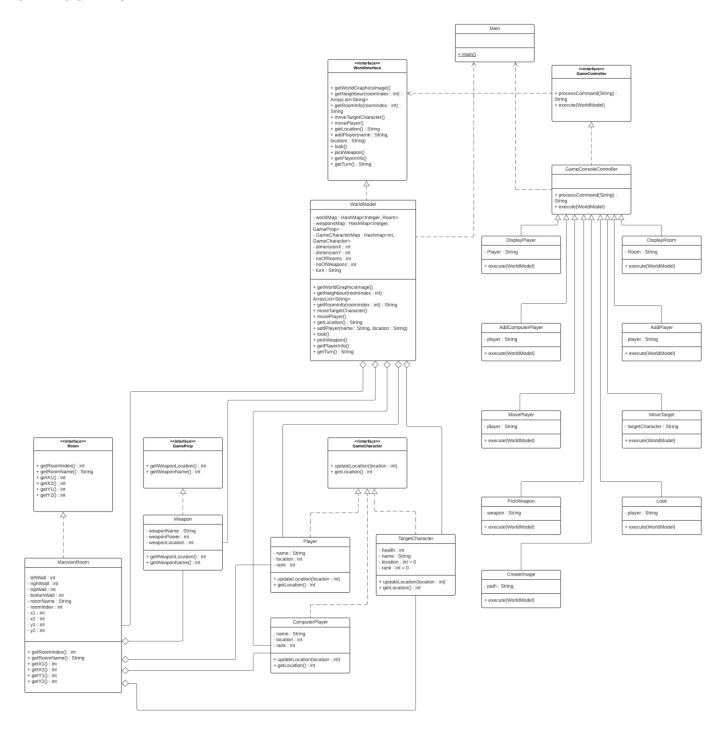
SHREYAS TERDALKAR

MILESTONE 2 PRELIMINARY DESIGN DOCUMENT

UML DESIGN DIAGRAM:



TEST PLAN:

Test	Input	Expected Value		
	'	Tests for Controller		
DISPLAY ROOM COMMAND:				
Display information about a specified space in the world.				
Valid Test with all fields available	DISPLAY BILLIARD ROOM	ROOM NAME : BILLIARD ROOM WEAPON IN THE ROOM: BILLIARD CUE NEIGHBOURS: TROPHY ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM: DOCTOR LUCKY, PLAYERONE		
Invalid Test for room not in the World	DISPLAY PLAZA	IllegalArgumentException		
Test for room having no weapon Test for room having	DISPLAY SERVANT' S QUARTER S DISPLAY	ROOM NAME: SERVANT'S QUARTERS WEAPON IN THE ROOM: NONE NEIGHBOURS: TROPHY ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM: DOCTOR LUCKY, PLAYERONE		
no neighbours	PLAZA	IllegalArgumentException		
Test for room having no characters	DISPLAY FOYER	ROOM NAME : FOYER WEAPON IN THE ROOM: REVOLVER NEIGHBOURS: TENNESSEE ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM: NONE		
Test for room having only target character	DISPLAY LILAC ROOM	ROOM NAME : LILAC ROOM WEAPON IN THE ROOM: SHARP KNIFE NEIGHBOURS: TROPHY ROOM, DINING HALL, FOYER PEOPLE IN THE ROOM: DOCTOR LUCKY		
Test for room having only player	DISPLAY LIBRARY	ROOM NAME : LIBRARY WEAPON IN THE ROOM: CHAIN SAW NEIGHBOURS: TROPHY ROOM, DINING HALL PEOPLE IN THE ROOM: PLAYERONE		
Valid Test using mockModel	DISPLAY BILLIARD ROOM	ROOM NAME: BILLIARD ROOM WEAPON IN THE ROOM: BILLIARD CUE NEIGHBOURS: TROPHY ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM: DOCTOR LUCKY, PLAYERONE		
CREATE IMAGE COMMA		Also consular many and manyida Also als the case as a second seco		
Create a graphical representation of the world map and provide the ability to save the graphical representation to a file as a PNG file.				
Valid Test for graphics	mansion.t			
image	xt	image.png		
Valid Test using mockModel	mansion.t xt	image.png		
Invalid Test for image file not found	mansion.t xt	FileNotFoundException		

ADD PLAYER COMMAND:				
Add a human-controlled player to the game.				
	ADD			
Valid Test for creating	PLAYER			
player	ONE	PLAYER ONE ADDED		
	ADD			
Valid Test using	PLAYER			
mockModel	ONE	PLAYER ONE ADDED		
ADD COMPUTERPLAYER	COMMAND	:		
Add a computer-control	led player to	the game.		
	ADD			
	COMPUT			
Valid Test for creating	ER			
computer player	PLAYER	COMPUTER PLAYER ADDED		
	ADD			
	COMPUT			
Valid Test using	ER			
mockModel	PLAYER	COMPUTER PLAYER ADDED		
NAOVE CONANAAND.				
MOVE COMMAND: Move a player.				
iviove a player.	MOVE			
	ONE			
Valid Took for moning				
Valid Test for moving	LILAC	LOCATION - LILAC BOOM		
player	ROOM	LOCATION : LILAC ROOM		
Valid Test for computer				
player moving				
automatically on its	NIA.	LOCATIONALURBARY		
turn	NA NAOVE	LOCATION : LIBRARY		
	MOVE			
Malid Took:	ONE			
Valid Test using	LILAC	LOCATION : LILAC BOOM		
mockModel	ROOM	LOCATION : LILAC ROOM		
Target Comment	MOVE			
Invalid Test for moving	ONE	Illianda a antigo a attac		
to non neighbour room	FOYER	IllegalArgumentException		
PICK COMMAND:				
Allow a player to pick up	an item.			
Valid Test for picking	PICK			
item from current	CHAIN			
room	SAW	WEAPON TAKEN : CHAINSAW		
	PICK			
Valid Test using	CHAIN			
mockModel	SAW	WEAPON TAKEN : CHAINSAW		
room Valid Test using	SAW PICK CHAIN			

	PICK	
Invalid Test for room	BILLIARD	
with no item	CUE	IllegalArgumentException
	PICK	
Invalid Test for item	SHARP	
already picked	KNIFE	IllegalArgumentException
LOOK COMMAND:		
Allow a player to look a	round.	
Valid Test for getting		
neighbours	LOOK	NEIGHBOURS : TROPHY ROOM, DINING HALL, ARMORY
Valid Test using		
mockModel	LOOK	NEIGHBOURS : TROPHY ROOM, DINING HALL, ARMORY
DISPLAY PLAYER COMM	ı	
Display a description of		iver.
Spring a secondarion of	DISPLAY	,-
Valid Test for all fields	PLAYER	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN :
present	ONE	BILLIARD CUE
	DISPLAY	
Valid Test using	PLAYER	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN :
mockModel	ONE	BILLIARD CUE
	DISPLAY	
Valid Test for player	PLAYER	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN :
with no weapon	ONE	NONE
	DISPLAY	
Invalid Test for player	PLAYER	
not in the World	HERO	IllegalArgumentException
Limit the maximum num	nber of turns	allowed
Valid Test for no of		
turns exceeding limit	LOOK	GAME IS OVER! TURNS LIMIT REACHED
Others		
Valid Test for input		
being readable and		
output being	mansion.t	
appendable	xt	WELCOME TO DOCTOR LUCKY'S WORLD
Invalid Test for input		
being readable and		
output being	mansion.t	III a a let a toe e a contra
appendable	xt	IllegalStateException
		Tests for Model
General	l	
NA - del elete et al.	model ==	III
Model object is null	null	IllegalArgumentException
Model object is	mansion.t	WELCOME TO DOCTOR LUCIONS WORLD
readable	xt	WELCOME TO DOCTOR LUCKY'S WORLD
Parsing World	mansion.t	WELCOME TO DOCTOR LLICKY'S MACRID
specification correctly	xt	WELCOME TO DOCTOR LUCKY'S WORLD

Occasion of the second	mansion.t	Illand Annuar ant Fundantis
Overlapping spaces	xt	IllegalArgumentException
Rooms with same	mansion.t	III a a l A un una cut Fu a cuti a u
names	xt	IllegalArgumentException
Weapons with same	mansion.t	
name	xt	IllegalArgumentException
Test getWorldGraphi	csImage()	
Valid Test for graphics	mansion.t	
image	xt	image.png
Invalid Test for image	mansion.t	
file not found	xt	FileNotFoundException
Test getNeighbour()		
	LANCAST	
Top Left Room	ER ROOM	["LILAC ROOM","SERVANTS' QUARTERS"]
Top Right Room	NURSERY	["MASTER SUITE","LIBRARY"]
, ,	CARRIAG	, -
Bottom Left Room	E HOUSE	["WINTER GARDEN"]
	GREEN	
Botton Right Room	HOUSE	["HEDGE MAZE"]
		["TENNESSEE ROOM","PARLOR","KITCHEN","WINE
	DINING	CELLAR","DRAWING ROOM","ARMORY","BILLIARD
Middle Room	HALL	ROOM","TROPHY ROOM"]
		["SERVANTS' QUARTERS","DINING
Middle Room	PARLOR	ROOM","KITCHEN","TENNESSEE ROOM"]
Incorrect Input Room	ATTIC	IllegalArgumentException
Test getRoomInfo()	l	
rest getttoommo()		"ROOM NAME : BILLIARD ROOM, WEAPON IN THE ROOM :
	BILLIARD	BILLIARD CUE, NEIGHBOURS : TROPHY ROOM, DINING HALL,
Room 1	ROOM	ARMORY PEOPLE IN THE ROOM : DOCTOR LUCKY"
		"ROOM NAME : FOYER, WEAPON IN THE ROOM : NO WEAPON
		FOUND, NEIGHBOURS : DRAWING ROOM, PIAZZA PEOPLE IN
Room 2	FOYER	THE ROOM: PLAYERONE"
	CLINIC	
Incorrect Input Room	ROOM	IllegalArgumentException
		· ·
	DICDI AV	ROOM NAME : BILLIARD ROOM
Valid Tost with all fields	DISPLAY	WEAPON IN THE ROOM: BILLIARD CUE
Valid Test with all fields available	BILLIARD	NEIGHBOURS: TROPHY ROOM, DINING HALL, ARMORY
Invalid Test for room	ROOM	PEOPLE IN THE ROOM: DOCTOR LUCKY, PLAYERONE
not in the World	DISPLAY PLAZA	IllegalArgumentException
not in the world	DISPLAY	inegainigumentexception
	SERVANT'	ROOM NAME : SERVANT'S QUARTERS
	SERVAINT	WEAPON IN THE ROOM: NONE
Test for room having	QUARTER	NEIGHBOURS: TROPHY ROOM, DINING HALL, ARMORY
~	S	PEOPLE IN THE ROOM: DOCTOR LUCKY, PLAYERONE
no weapon	<u>ا</u> ع	FLOFIE IN THE ROOM. DOCTOR LUCKT, PLATERONE

Test for room having	DISPLAY	
no neighbours	PLAZA	IllegalArgumentException
Test for room having no characters	DISPLAY FOYER	ROOM NAME: FOYER WEAPON IN THE ROOM: REVOLVER NEIGHBOURS: TENNESSEE ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM: NONE
Test for room having only target character	DISPLAY LILAC ROOM	ROOM NAME: LILAC ROOM WEAPON IN THE ROOM: SHARP KNIFE NEIGHBOURS: TROPHY ROOM, DINING HALL, FOYER PEOPLE IN THE ROOM: DOCTOR LUCKY
Test for room having only player	DISPLAY LIBRARY	ROOM NAME: LIBRARY WEAPON IN THE ROOM: CHAIN SAW NEIGHBOURS: TROPHY ROOM, DINING HALL PEOPLE IN THE ROOM: PLAYERONE
Test moveTargetChar	acter()	
Increment once	move()	BILLIARD ROOM
Increment six times	move() six times	FOYER
Test movePlayer()		
Valid Test for moving player	MOVE ONE LILAC ROOM	LOCATION : LILAC ROOM
Valid Test for computer player moving automatically on its	ROOIVI	LOCATION : LILAC ROOM
turn	NA	LOCATION : LIBRARY
Invalid Test for moving to non neighbour room	MOVE ONE LIBRARY	IllegalArgumentException
Test getTurn()	1	
Valid Test for no of turns exceeding limit	NA	GAME IS OVER! TURNS LIMIT REACHED
Playerone's turn	NA	PLAYERONE'S TURN
Computer Player's turn	NA	COMPUTER'S TURN
Test addPlayer()	1	
Valid Test for creating player	ADD PLAYER ONE	PLAYER ONE ADDED
Valid Test for creating computer player	ADD PLAYER ONE	PLAYER ONE ADDED
Test look()		

Valid Test for getting		
neighbours	LOOK	NEIGHBOURS : TROPHY ROOM, DINING HALL, ARMORY
	LOOK	NEIGHBOOKS: THOITH ROOM, BINING HALL, ARMORT
Test pickWeapon()	ı	
Valid Test for picking	PICK	
item from current	CHAIN	
room	SAW	WEAPON TAKEN : CHAINSAW
	PICK	
Invalid Test for room	BILLIARD	
with no item	CUE	IllegalArgumentException
	PICK	
Invalid Test for item	SHARP	
already picked	KNIFE	IllegalArgumentException
Test getPlayerInfo()		
	DISPLAY	
Valid Test for all fields	PLAYER	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN :
present	ONE	BILLIARD CUE
	DISPLAY	
Valid Test for player	PLAYER	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN :
with no weapon	ONE	NONE
	DISPLAY	
Invalid Test for player	PLAYER	
not in the World	HERO	IllegalArgumentException
Others		
For input file not being	image.pn	
of .txt extension	g	FileFormatException