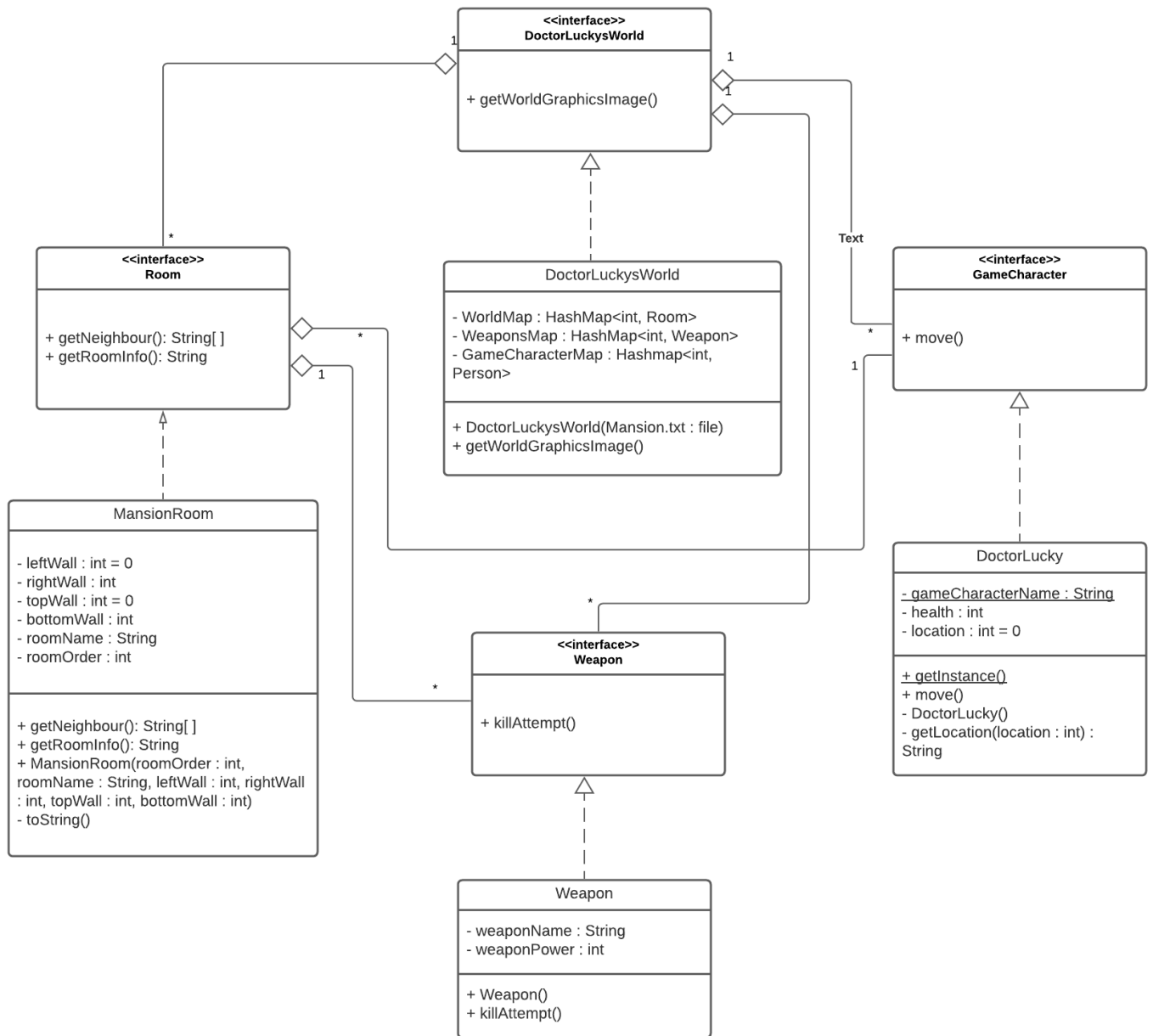


SHREYAS TERDALKAR

MILESTONE 1 PRILIMINARY DESIGN

UML DIAGRAM :



TEST PLAN :

Testing for DoctorLuckysWorld class & getWorldGraphicsImage()	Input	Expected value
For input file not being of .txt extension	image.png	FileNotFoundException
For input file : World Specifications	Mansion.txt	Expected Graphics Image

Testing for MansionRoom, Weapon class & its methods	Input	Expected value
testing getNeighbour() :		
Top Left Room	LANCASTER ROOM	["LILAC ROOM", "SERVANTS' QUARTERS"]
Top Right Room	NURSERY	["MASTER SUITE", "LIBRARY"]
Bottom Left Room	CARRIAGE HOUSE	["WINTER GARDEN"]
Bottom Right Room	GREEN HOUSE	["HEDGE MAZE"]
Middle Room	DINING HALL	["TENNESSEE ROOM", "PARLOR", "KITCHEN", "WINE CELLAR", "DRAWING ROOM", "ARMORY", "BILLIARD ROOM", "TROPHY ROOM"]
Middle Room	PARLOR	["SERVANTS' QUARTERS", "DINING ROOM", "KITCHEN", "TENNESSEE ROOM"]
Incorrect Input Room	ATTIC	IllegalArgumentException
testing getRoomInfo() :		
Room 1	BILLIARD ROOM	"ROOM NAME : BILLIARD ROOM, WEAPON IN THE ROOM : BILLIARD CUE, NEIGHBOURS : TROPHY ROOM, DINING HALL, ARMORY"
Room 2	FOYER	"ROOM NAME : FOYER, WEAPON IN THE ROOM : NO WEAPON FOUND, NEIGHBOURS : DRAWING ROOM, PIAZZA"
Incorrect Input Room	CLINIC ROOM	IllegalArgumentException
testing for weapon power	CREPE PAN	3
testing for doctor lucky's health		50

Testing for DoctorLucky class & its methods	Input	Expected value
testing move() & getLocation() :		
Increment once	move()	BILLIARD ROOM
Increment six times	move() six times	FOYER