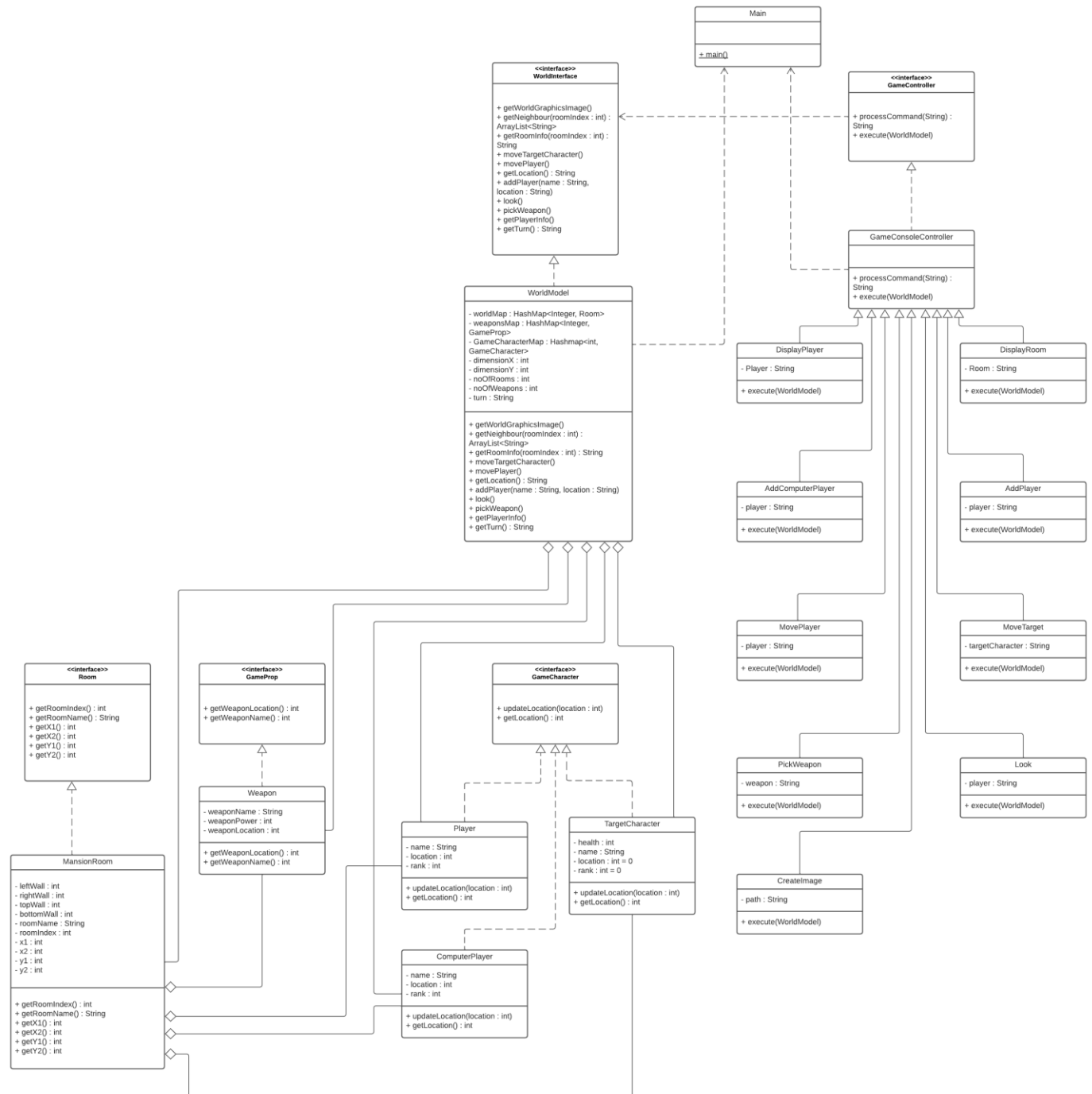


SHREYAS TERDALKAR

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	DISPLAY SERVANT'S QUARTERS	ROOM NAME : SERVANT'S QUARTERS WEAPON IN THE ROOM: NONE NEIGHBOURS: TROPHY ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM: DOCTOR LUCKY, PLAYERONE
Test for room having no neighbours	DISPLAY 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 COMMAND: 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 image	mansion.txt	image.png
Valid Test using mockModel	mansion.txt	image.png
Invalid Test for image file not found	mansion.txt	FileNotFoundException

ADD PLAYER COMMAND: Add a human-controlled player to the game.		
Valid Test for creating player	ADD PLAYER ONE	PLAYER ONE ADDED
Valid Test using mockModel	ADD PLAYER ONE	PLAYER ONE ADDED
ADD COMPUTERPLAYER COMMAND: Add a computer-controlled player to the game.		
Valid Test for creating computer player	ADD COMPUT ER PLAYER	COMPUTER PLAYER ADDED
Valid Test using mockModel	ADD COMPUT ER PLAYER	COMPUTER PLAYER ADDED
MOVE COMMAND: Move a player.		
Valid Test for moving player	MOVE ONE LILAC ROOM	LOCATION : LILAC ROOM
Valid Test for computer player moving automatically on its turn	NA	LOCATION : LIBRARY
Valid Test using mockModel	MOVE ONE LILAC ROOM	LOCATION : LILAC ROOM
Invalid Test for moving to non neighbour room	MOVE ONE FOYER	IllegalArgumentException
PICK COMMAND: Allow a player to pick up an item.		
Valid Test for picking item from current room	PICK CHAIN SAW	WEAPON TAKEN : CHAINSAW
Valid Test using mockModel	PICK CHAIN SAW	WEAPON TAKEN : CHAINSAW

Invalid Test for room with no item	PICK BILLIARD CUE	IllegalArgumentException
Invalid Test for item already picked	PICK SHARP KNIFE	IllegalArgumentException
LOOK COMMAND: Allow a player to look around.		
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 COMMAND: Display a description of a specific player.		
Valid Test for all fields present	DISPLAY PLAYER ONE	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN : BILLIARD CUE
Valid Test using mockModel	DISPLAY PLAYER ONE	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN : BILLIARD CUE
Valid Test for player with no weapon	DISPLAY PLAYER ONE	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN : NONE
Invalid Test for player not in the World	DISPLAY PLAYER HERO	IllegalArgumentException
Limit the maximum number 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 appendable	mansion.t xt	WELCOME TO DOCTOR LUCKY'S WORLD
Invalid Test for input being readable and output being appendable	mansion.t xt	IllegalStateException
Tests for Model		
General		
Model object is null	model == null	IllegalArgumentException
Model object is readable	mansion.t xt	WELCOME TO DOCTOR LUCKY'S WORLD
Parsing World specification correctly	mansion.t xt	WELCOME TO DOCTOR LUCKY'S WORLD

Overlapping spaces	mansion.txt	IllegalArgumentException
Rooms with same names	mansion.txt	IllegalArgumentException
Weapons with same name	mansion.txt	IllegalArgumentException
Test getWorldGraphicsImage()		
Valid Test for graphics image	mansion.txt	image.png
Invalid Test for image file not found	mansion.txt	FileNotFoundException
Test 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
Test getRoomInfo()		
Room 1	BILLIARD ROOM	"ROOM NAME : BILLIARD ROOM, WEAPON IN THE ROOM : BILLIARD CUE, NEIGHBOURS : TROPHY ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM : DOCTOR LUCKY"
Room 2	FOYER	"ROOM NAME : FOYER, WEAPON IN THE ROOM : NO WEAPON FOUND, NEIGHBOURS : DRAWING ROOM, PIAZZA PEOPLE IN THE ROOM : PLAYERONE"
Incorrect Input Room	CLINIC ROOM	IllegalArgumentException
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	DISPLAY SERVANTS QUARTERS	ROOM NAME : SERVANTS' QUARTERS WEAPON IN THE ROOM: NONE NEIGHBOURS: TROPHY ROOM, DINING HALL, ARMORY PEOPLE IN THE ROOM: DOCTOR LUCKY, PLAYERONE

Test for room having no neighbours	DISPLAY 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 moveTargetCharacter()		
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 turn	NA	LOCATION : LIBRARY
Invalid Test for moving to non neighbour room	MOVE ONE LIBRARY	IllegalArgumentException
Test getTurn()		
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()		
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
Test pickWeapon()		
Valid Test for picking item from current room	PICK CHAIN SAW	WEAPON TAKEN : CHAINSAW
Invalid Test for room with no item	PICK BILLIARD CUE	IllegalArgumentException
Invalid Test for item already picked	PICK SHARP KNIFE	IllegalArgumentException
Test getPlayerInfo()		
Valid Test for all fields present	DISPLAY PLAYER ONE	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN : BILLIARD CUE
Valid Test for player with no weapon	DISPLAY PLAYER ONE	PLAYER : ONE LOCATION : BILLIARD ROOM WEAPON TAKEN : NONE
Invalid Test for player not in the World	DISPLAY PLAYER HERO	IllegalArgumentException
Others		
For input file not being of .txt extension	image.png	FileNotFoundException