

Testing method	Input Value	Expected Value
Dungeon constructor	Dungeon(true,4)	Pass
Dungeon constructor for negative inter connectivity value	Dungeon(false,-3)	"IllegalArgumentException"

Testing enterDungeon method	Input Value	Expected Value
Enter dungeon method	enterDungeon(p)	Pass
Enter dungeon method should only accept the objects of the player class	enterDungeon(Dungoe n x)	"IllegalArguementException"

Testing generate Treasure method	Input Value	Expected Value
Generate treasure method test to check for positive percentage values	genrateTreasure(40)	pass
Checking for negative percentage values	generateTreasure(-90)	IllegalArgumentException
The generate treasure method should by default generate 20% items when called with a default method variable	generateTreasure()	20% items should be generated

Testing construction	Input Value	Expected Value
Small values	Player(abc)	Pass construction
Big values	Player(abcdesdsd)	Pass Construction
empty	Player( )	"IllegalArgumentException"

Testing move method	Input Value	Expected Value
Testing move method with correct direction	Move(South)	Pass
Testing move method with anything other than available directions	Move(forward)	IllegalArgumentException
The move method should take the player in the direction that the player intends to	Move(North)	The movement of the player should be done from current cave to the cave on the north of the current cave

Testing pickup treasure method	Input Value	Expected Value
Treasure present and treasure of correct value	pickupTreasure(location[2][3])	pass
Location negative for pickup treasure	pickupTreasure(location[-2][-2])	IllegalArgumentException
The pickup treasure method should pickup correct treasure.	pickupTreasure(location[2][2])	The correct value of the treasure should be picked up

