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

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| **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(Dungoen x) | “IllegalArguementException” |

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| **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 |

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| **Testing construction** | **Input Value** | **Expected Value** |
| Small values | Player(abc) | Pass construction |
| Big values | Player(abcdesdsd) | Pass Construction |
| empty | Player( ) | “IllegalArguementException” |

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| **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 |

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| **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 |