

Preliminary Testing Plan

- Model Tests

- Test add monster
- Test shoot arrow
- Test smell at location
- Test add arrows to location
- Test remove arrows from location
- Test collect arrows
- Test monster never at start
- Test monster at end
- Test number of monsters
- Test locations with arrows
- Test non wrap entire traversal player dies
- Test non wrap entire traversal player wins
- Test wrap entire traversal player dies
- Test wrap entire traversal player wins

- Controller Tests

- Test independent controller
- Test move command
- Test pick command
- Test shoot command
- Test quit command
- Test exception for null model
- Test garbage input
- Test no such element exception
- Test wrap entire traversal player wins
- Test wrap entire traversal player wins
- Test non wrap entire traversal player wins
- Test non wrap entire traversal player wins