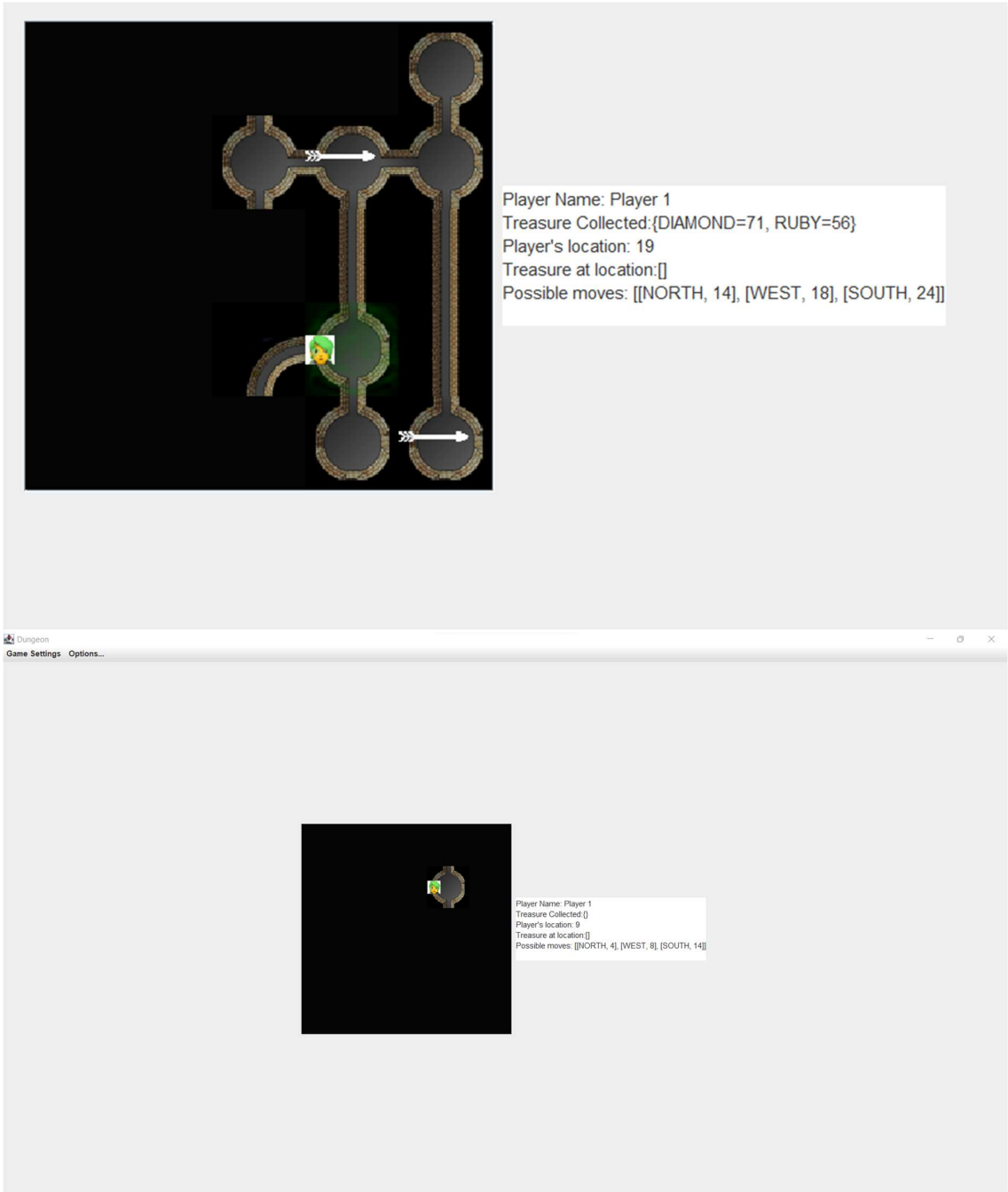
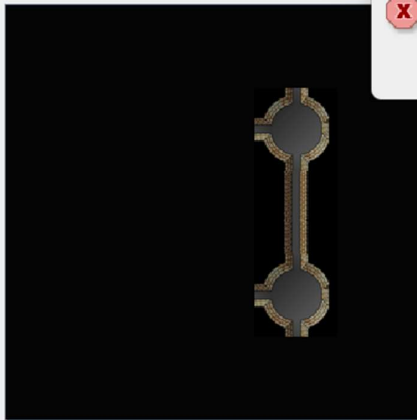


PROJECT 3 DUNGEON TESTING PLAN:


Condition to be tested	Input	Expected Output
Creating a Dungeon of specified size (rows and columns)	setSizeOfDungeon(4,6)	A 4x6 2-D Grid of Dungeon should be created
Set whether the Dungeon is wrapping or non-wrapping	setWrapping(true)	Dungeon wraps around to the other side of the dungeon
Set whether the Dungeon is wrapping or non-wrapping	setWrapping(false)	Dungeon does not wrap around
Set degree of interconnectivity	setInterConnectivity(8)	Sets the number of paths between caves
Add treasure to caves	addTreasure(20)	Adds a random treasure (diamonds, rubies, sapphires or their combinations) to 20% of the caves.
Get player information	getPlayerInfo()	Name: Player A Treasure Collected: Diamond 1, Sapphire 7 Location: C23 Possible Moves: North, East, South
Next location where Player wants to go	setNextLoc(C24)	If the next location satisfies the constraint laid by possible moves, the next location will be updated as Player's current location and the player moves to that Cave
Collect treasure in a cave	collectTreasure()	Treasure in a particular cave is added to the Player's collection.

Screenshots of GUI:



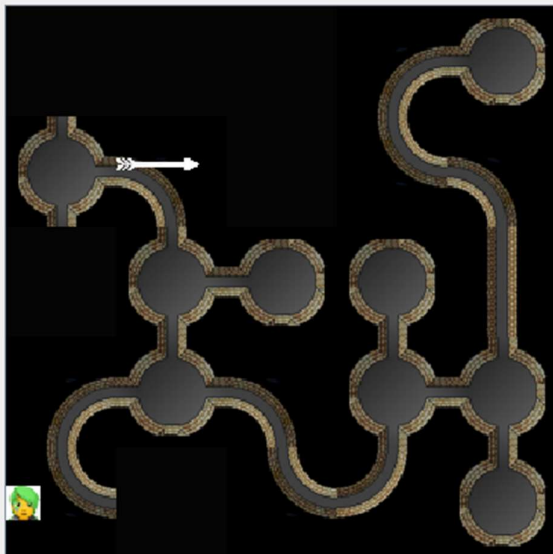


Error

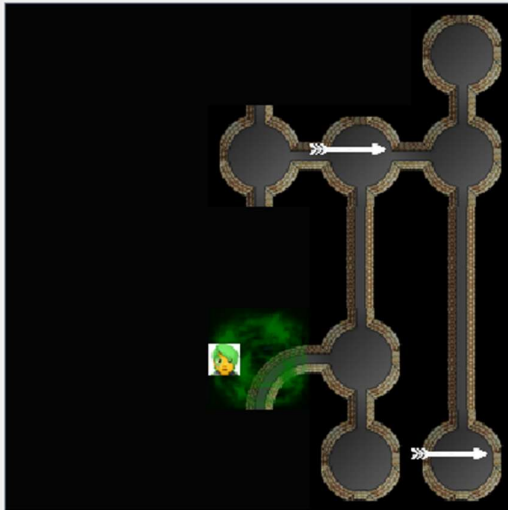
 Chomp, chomp, chomp, you are eaten by an Otyugh!
Better luck next time

OK

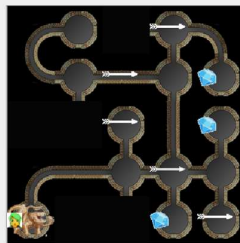
Player Name: Player 1
Treasure Collected: {}
Player's location: 19
Treasure at location: []
Possible moves: [[NORTH, 14], [WEST, 18], [SOUTH, 24]]



Player Name: Player 1
Treasure Collected: {DIAMOND=84, RUBY=103}
Player's location: 21
Treasure at location: []
Possible moves: [[NORTH, 16], [EAST, 22]]



Player Name: Player 1
Treasure Collected: {DIAMOND=71, RUBY=56}
Player's location: 18
Treasure at location: []
Possible moves: [[EAST, 19], [SOUTH, 23]]



Player Name: Player 1
You Won!!

