

Test Plan:

1. Test for incorrect option chose by user

2. Test for move in wrong direction

3. Test for move in correct direction

4. Test for valid picking treasure.

5. Test for picking treasure where it is not present

6. Test for picking arrows

7. Test for shooting when no arrows are present

8. Test when arrow is shot at correct distance

9. Test when arrow is shot with wrong distance

10. Test where player kills the monster

11. Test where player wins

12. Test where monster eats player