



Test Cases:

1. Test if the Dungeon is created as per specification by printing it out.
2. Test that distance between start and end location is at least 5.
3. Test that player can pick the treasure if the cave contains treasure.
4. Test that player cannot pick the treasure if the cave does not contain treasure.
5. Test that treasure is distributed to only 20% of the caves.
6. Test that the location of player is same as the location he has moved to next.
7. Test that player can move only to those next locations which has an entry point from current location.
8. Test that if the player picks up treasure from the room, the treasure is removed from the cave location.
9. Test that the player description contains all the treasure that the player has collected till a point in time.
10. Test that a player can reach the end cave from the start cave.
11. test that the player can reach every cave from current cave location.
12. Test if all the inputs for dungeon creation are valid.
13. Test that a player's next available moves are same as that of the entry/exit points in the cave.