

Test	Expected
Player dies in pit	Gamestate dead
Player loses all inventory with thief	Inventory empty
Player does not lose arrow with thief	Arrows stay the same
Player sees crack near cave	State description
Total number of pits	Expected val
Total number of thieves	Expected val
Thief disappears after stealing	Change in whatHappened
Visited update on visit	Check visited true
Visited not updated on non visited	Check visited false
Test moovecoordinates	Expected position
Test getstats	Expected params
Test pits at only single-ended caves	Only at caves with 1 door

Test	Expected
Controller test with mock view and mock model	Expected appendable log
Check GUI and CLI difference	Expected open calls

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