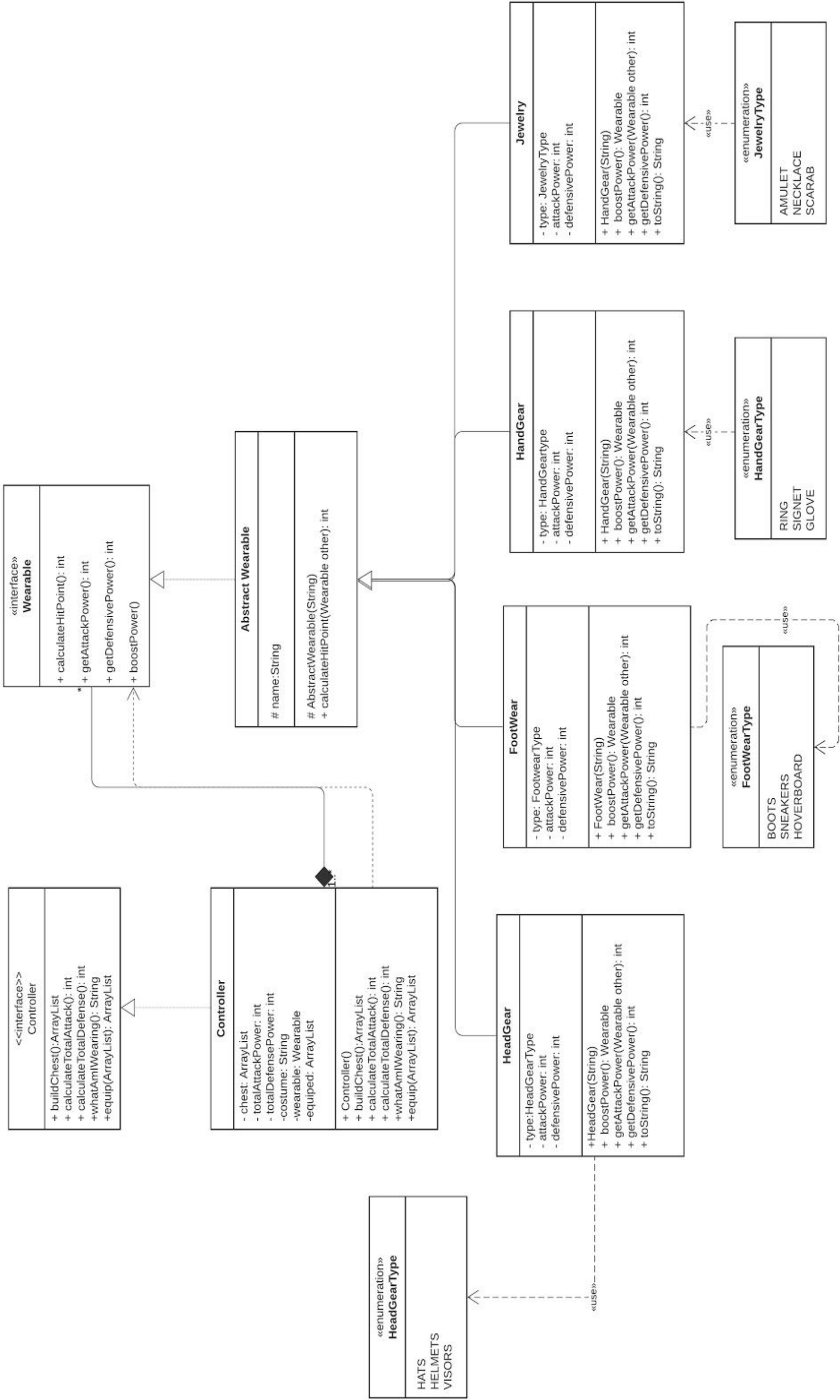


# EQUIPPING CHARACTERS DESIGN DOCUMENT

UML class

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# Testing

Testing HeadGear Class		Expected Value
Headgear Name	toString()	“Hat of valor”
Headgear Type*	toString()	“Hat of valor”
Constructor disallows empty string value	HeadGear(“”)	IllegalArgumentException
Attack Power*	getAttackPower()	0
Defense Power	getDefensePower()	20
Increase attack and defense power	boostPower(); getAttackPower(); getDefensePower()	0 40

Wearable headGear = new HeadGear(“valor”)  
\*Type is random testing for randomness hasn’t been figured out yet.

Testing FootWear Class		Expected Value
Footwear Name	toString()	“Hoverboard of Heft”
Footwear Type*	toString()	“Hoverboard of Heft”
Constructor disallows empty string value	FootWear(“”)	IllegalArgumentException
Attack Power	getAttackPower()	20
Defense Power	getDefensePower()	0
Increase attack and defense power	boostPower(); getAttackPower(); getDefensePower()	40 0

Wearable footWear = new FootWear(“Heft”)  
\*Type is random testing for randomness hasn’t been figured out yet.

Testing HandGear Class		Expected Value
Handgear Name	toString()	“Ring of light”
Handgear Type*	toString()	“Ring of light”
Constructor disallows empty string value	HandGear(“”)	IllegalArgumentException
Attack Power	getAttackPower()	2
Defense Power	getDefensePower()	20
Increase attack and defense power	boostPower(); getAttackPower(); getDefensePower()	4 40

Wearable handGear = new HandGear(“Light”)  
\*Type is random testing for randomness hasn’t been figured out yet.

Testing Jewelry Class		Expected Value
Jewelry Name	toString()	“Amulet of light”
Jewelry Type*	toString()	“Amulet of light”

Constructor disallows empty string value	Jewelry(“”)	IllegalArgumentException
Attack Power	getAttackPower()	2
Defense Power	getDefensePower()	20
Increase attack and defense power	boostPower(); getAttackPower(); getDefensePower()	4 40

Wearable Jewelry = new Jewelry(“light”)  
\*Type is random testing for randomness hasn't been figured out yet.

Testing Controller Class		Expected Value
Build chest	toString()	“Chest contains amulet of life, Necklace of grace”
Equip	whatAmIWearing()	“Amulet of light and Grace”
Illegal Equip	equip(ArrayList)	IllegalStateException(“Cant have more than two feet ”)
Calculate Total Attack	calculateTotalAttack()	40
Calculate Total Defense	calculateTotalDefense()	44
Costume details	whatAmIWearing()	“Amulet of light and Grace”

ControllerInterface controller = new Controller()