

JungleKing						
Method	#	Test Description	Sample Input	Expected Output	Actual Output	P/F
getValidPosition (positions : ArrayList) : int[]	1	Player 1 enters valid coordinates.	8,6	returns 8,6	returns 8,6	P
	2	Player 1 enters coordinates without a comma (",").	8 6	"[!] Invalid format! Use comma between numbers"	"[!] Invalid format! Use comma between numbers"	P
	3	Player 1 enters a single character instead of an integer.	a	"[!] Please enter numbers only!"	"[!] Invalid format! Use comma between numbers"	F
	4	Player 1 enters characters as coordinates.	a,b	"[!] Invalid format! Use comma between numbers"	"[!] Invalid format! Use comma between numbers"	P
	5	Player 1 enters coordinates that are out of bounds.	9,7	"[!] Not a valid starting position!"	"[!] Not a valid starting position!"	P
	6	Player 1 enters a single comma (",")	,	"[!] Not a valid starting position!"	Error	F
selectPiece	1	Player 1 inputs	p	"[!] Invalid	"[!] Invalid	P

(scanner : Scanner) : Piece		another character aside from L or R		choice. Please enter L (Lion) or R (Rat)."	choice. Please enter L (Lion) or R (Rat)."	
validatePiece (piece : Piece) : Piece	1	Player 1 inputs a piece (Lion).	L	returns Lion	returns Lion	P
	2	Player 1 inputs a piece that is already removed from the board.	L	"[!] This piece is already removed from the board."	"[!] This piece is already removed from the board."	P
startGame() : void	1	Player 1 moves their Lion to a valid position.	W	"Lion moved from (8, 6) to (7, 6)."	"Lion moved from (8, 6) to (7, 6)."	P
	2	Player 1 moves their Rat to a valid position.	W	"Rat moves from (6, 6) to (6, 5)."	"Rat moves from (6, 6) to (6, 5)."	P
	3	Player 1 enters an invalid move input.	L P	"[!] Invalid input. Use W/A/S/D."	"[!] Invalid input. Use W/A/S/D."	P
	4	Player 1 tries to move a piece out of bounds.	L S	"[!] Invalid move. Either out of bounds or own base."	"[!] Invalid move. Either out of bounds or own base."	P
	5	Player 1 tries to move a piece to their own base.	L A	"[!] Invalid move. Either out of bounds or own base."	"[!] Invalid move. Either out of bounds or own base."	P

	6	Player 1 tries to capture their own piece.	L W	"[!] Invalid move. Try again."	"[!] Invalid move. Try again."	P
checkWin() : void	1	Player 1 moves a piece to the opponent's base.	L W	"Player 1 wins!"	"Player 1 wins!"	P

Board						
Method	#	Test Description	Sample Input	Expected Output	Actual Output	P/F
updatePiecePosition (piece : Piece, newX : int, newY : int) : void	1	Move a piece to a new position.	board.updatePiecePosition(player1.getPiece("Lion"), 7, 6)	Lion moves from (8, 6) to (7, 6).	Lion moves from (8, 6) to (7, 6).	P
displayBoard() : void	1	The board is displayed correctly.	board.displayBoard()	The board is displayed with initial piece positions.	The board is displayed with initial piece positions.	P
removePiece (piece : Piece) : void	1	Remove a piece from the board.	board.removePiece(player1. getPiece("Lion"))	Lion is removed from the board.	Lion is removed from the board.	P

isValidPosition (x : int, y : int) : boolean	1	Lion moves to an unoccupied space.		returns true	returns true	P
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Player						
Method	#	Test Description	Sample Input	Expected Output	Actual Output	P/F
getName () : void	1	The player's name is returned correctly.	player1.getName()	returns Player 1	returns Player 1	P
getPiece (pieceName : String) : Piece	1	The correct piece is returned.	player1.getPiece("Lion")	Lion object at (8, 6).	Lion object at (8, 6).	P
removePiece (piece : Piece) : void	1	Remove a piece from the player's list.	player1.removePiece(player1.getPiece("Lion"))	Lion is removed from Player 1's pieces.	Lion is removed from Player 1's pieces.	P

Lion						
Method	#	Test Description	Sample Input	Expected Output	Actual Output	P/F
isJumpingOverLake	1	Lion is blocked by Rat in the lake.		false	false	P

(dx : int, dy : int, board : Board) : boolean	2	Valid path on jumping over lake.		true	true	P
	3	Is on lake edge and move to opposite direction (expected move up to X but moved Y).		false	true	F
lakeJump (dx : int, dy : int, board: Board) : boolean	1	Lion jump to empty tile.		true	true	P
	2	Lion jump to capture weaker piece.		true	true	P

Rat						
Method	#	Test Description	Sample Input	Expected Output	Actual Output	P/F
move (newX : int, newY : int, board : Board) : boolean	1	Rat on land captures elephant on land.		true	true	P
	2	Rat on water captures elephant on land.		true	true	P

