## Domain.TestUtil.cs

```csharp
using Domain.Interfaces;

namespace Domain.UnitTests;

public class DomainTestUtil
{
    public static ConfiguredPokemon CreateValidConfiguredPokemon()
    {
        var request = CreateValidPokemonRequest();
        return ConfiguredPokemon.CreateFromRequest(request).Value;
    }

    public static ConfiguredMove CreateValidConfiguredMove(int moveId)
    {
        var moveRequest = new MoveRequest(moveId);
        return ConfiguredMove.CreateFromRequest(moveRequest).Value;
    }

    public static PokemonRequest CreateValidPokemonRequest()
    {
        return new PokemonRequest(
            "Pikachu",
            100,
            55,
            40,
            50,
            50,
            90,
            1,
            31,
            31,
            31,
            31,
            31,
            31,
            85,
            85,
            85,
            85,
            85,
            85, // Total: 510
            new List<MoveRequest>()
        );
    }

    public static PokemonRequest CreatePokemonRequestWithName(string name)
    {
        return new PokemonRequest(
            name,
            100,
```

```csharp
                55,
                40,
                50,
                50,
                90,
                1,
                31,
                31,
                31,
                31,
                31,
                85,
                85,
                85,
                85,
                85,
                85,
                new List<MoveRequest>()
            );
        }

        public static PokemonRequest CreatePokemonRequestWithHp(int hp)
        {
            return new PokemonRequest(
                "Pikachu",
                hp,
                55,
                40,
                50,
                50,
                90,
                1,
                31,
                31,
                31,
                31,
                31,
                85,
                85,
                85,
                85,
                85,
                85,
                new List<MoveRequest>()
            );
        }

        public static PokemonRequest CreatePokemonRequestWithAttack(int attack)
        {
            return new PokemonRequest(
                "Pikachu",
                100,
```

```csharp
            attack,
            40,
            50,
            50,
            90,
            1,
            31,
            31,
            31,
            31,
            31,
            85,
            85,
            85,
            85,
            85,
            85,
            new List<MoveRequest>()
        );
    }

    public static PokemonRequest CreatePokemonRequestWithDefense(int defense)
    {
        return new PokemonRequest(
            "Pikachu",
            100,
            55,
            defense,
            50,
            50,
            90,
            1,
            31,
            31,
            31,
            31,
            31,
            85,
            85,
            85,
            85,
            85,
            85,
            new List<MoveRequest>()
        );
    }

    public static PokemonRequest CreatePokemonRequestWithSpecialAttack(int
specialAttack)
    {
        return new PokemonRequest(
            "Pikachu",
```

```csharp
                100,
                55,
                40,
                specialAttack,
                50,
                90,
                1,
                31,
                31,
                31,
                31,
                31,
                31,
                85,
                85,
                85,
                85,
                85,
                85,
                new List<MoveRequest>()
            );
    }

    public static PokemonRequest CreatePokemonRequestWithSpecialDefense(int
specialDefense)
    {
        return new PokemonRequest(
            "Pikachu",
            100,
            55,
            40,
            50,
            specialDefense,
            90,
            1,
            31,
            31,
            31,
            31,
            31,
            31,
            85,
            85,
            85,
            85,
            85,
            85,
            new List<MoveRequest>()
        );
    }

    public static PokemonRequest CreatePokemonRequestWithSpeed(int speed)
    {
        return new PokemonRequest(
```

```csharp
                "Pikachu",
                100,
                55,
                40,
                50,
                50,
                speed,
                1,
                31,
                31,
                31,
                31,
                31,
                31,
                85,
                85,
                85,
                85,
                85,
                85,
                new List<MoveRequest>()
            );
    }

    public static PokemonRequest CreatePokemonRequestWithAbilityId(int abilityId)
    {
        return new PokemonRequest(
            "Pikachu",
            100,
            55,
            40,
            50,
            50,
            90,
            abilityId,
            31,
            31,
            31,
            31,
            31,
            31,
            85,
            85,
            85,
            85,
            85,
            85,
            new List<MoveRequest>()
        );
    }

    public static PokemonRequest CreatePokemonRequestWithIVs(int hpIv, int
attackIv, int defenseIv, int specialAttackIv,
        int specialDefenseIv, int speedIv)
```

```csharp
    {
        return new PokemonRequest(
            "Pikachu",
            100,
            55,
            40,
            50,
            50,
            90,
            1,
            hpIv,
            attackIv,
            defenseIv,
            specialAttackIv,
            specialDefenseIv,
            speedIv,
            85,
            85,
            85,
            85,
            85,
            85,
            new List<MoveRequest>()
        );
    }

    public static PokemonRequest CreatePokemonRequestWithEVs(int hpEv, int
attackEv, int defenseEv, int specialAttackEv,
        int specialDefenseEv, int speedEv)
    {
        return new PokemonRequest(
            "Pikachu",
            100,
            55,
            40,
            50,
            50,
            90,
            1,
            31,
            31,
            31,
            31,
            31,
            31,
            hpEv,
            attackEv,
            defenseEv,
            specialAttackEv,
            specialDefenseEv,
            speedEv,
            new List<MoveRequest>()
        );
```

```
        }
    }
}
```

Path: ./Backend/Domain.UnitTests/Domain.TestUtil.cs

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