

Milestone2_Controller (Author: Zack Xue)	Testing Plan Unit Test Name	Suppose Fail?	Classes and Methods	Input	Exepectation	Output Example (notes):
Model: Pet_Implement	testPetCreatedSuccess		Pet_Implement(name : String)	String Pet name	A pet class created success!	See pet created in the world_Implement
	testGetPetNameSuccess		getPetName()		Player's name in string	"Player name 1"
	testGetPetNameFailed	Failed	getPetName()		No pet availbe in the world	Error: No pet availbe in the world
	testMovePetSuccess		movePet(RoomNum : Int)	Integer: valid room num	Move pet success & and unable to move success	
	testMovePetFailedWrongRoomNumber	Failed	movePet(RoomNum : Int)	Integer:Invalid room nu	IllegalArgumentException	IllegalArgumentException
MileStone 3 Controller: WorldController_Console_Implement			WorldController_Console_Implement()	input : Readbale, worldModel : World, output : Appendable	Success Create a WorldController_Console	
Class Name :	testControllerConsoleStartGameSuccess		startGame()		Game Console successfully started	See welcome info to the game program
	testControllerConsoleQuitGameSuccess		quitGame()		Game Console successfully quit the program	Quit back to root directory
	testControllerConsoleStartPlaySuccess		startPlay()		Game setup correctly and start the rounds/turns to play	Display one room info.
	testControllerConsoleGetOneRoomInfo		getOneRoomInfo(String)	String-room name	String of the info of the room	Room number, name, items, players, target in the room, neighbors
	testControllerConsoleGetPlayersInfo		getPlayersInfo()		Give the list of the players and make selection from this list	player 1, player 2, player 3 to select.
	testControllerConsoleCreateMapPngSuccess		createGraphBufferedImage()		A png file of the world Map corrected. Return True success created.	WorldMap.png generated
	testControllerAddOnePlayerSuccess		addOnePlayer()	String of the player name & initial room	A player added successfully	
	testControllerConsoleCmdMovePlayer		cmdMove()	String of the moving target room	Human player can move successfully	
	testControllerConsoleCmdPickPlayer		cmdPick()		Human player can pick item successfully	
	testControllerConsoleCmdLookAroundPlayer		cmdLookArround()		Human player can look around and disply lookaround info mation	String representation of the roomInfo
	testControllerConsoleCmdKillPlayer		cmdKill()		Human player can hurt dr lucky	
	testControllerConsoleCmdMoveComputer		cmdMove()	String of the moving target room	Computer player can move successfully	
	testControllerConsoleCmdPickComputer		cmdPick()		Computer player can pick item successfully	
	testControllerConsoleCmdLookAroundComputer		cmdLookArround()		Computer player can look around and disply lookaround info mation	String representation of the roomInfo
	testControllerConsoleCmdKillComputer		cmdKill()		Computer player can hurt dr lucky	
WorldCommand	tetsWorldCmdKillReduceHpToZeroSuccess		cmdKill() & execute()		Completely killed DrLukcy & game over	Display reuslt & winner info
	tetsWorldCmdKillReduceHpSuccess		cmdKill() & execute()		Kill success, DrLucky's hp decreased	Display result info
	tetsWorldCmdKillFailed	Failed	cmdKill() & execute()		try to execute the Kill command, but failed due to game rule kill condition not meet	Display kill failed info
	testWorldCmdGetOnePlayerInfoSuccess		cmdGetOnePlayerInfo() & execute()	String of the player name	String of the player info, items, current Room info	"Player1 has items:, currently in room #"
	testWorldCmdGetOnePlayerInfoFailed	Failed	cmdGetOnePlayerInfo() & execute()	String of the player name that doesn't exist in the game	Error info displayed by the console	"The player name you entered does not exist in this game round"

Model: Player_Implement	testWorldCmdMoveSuccess		cmdMove() & execute()	String of the room name moves to	Success moved to the targeted room		
	testWorldCmdMoveFailed	Failed	cmdMove() & execute()	String of an Invalid room name	Error info displayed by the console	"The room name is invalid or not existi in the game"	
	testWorldCmdAddOneHumanPlayerSuccess		addOnePlayer() & execute()	String of a duplicated player name	A player added successfully	"Player 1 added successfully"	
	testWorldCmdAddOneHumanPlayerDuplicatedNameFailed	Failed	addOnePlayer() & execute()	String of a duplicated player name	Error info displayed by the console	"The player name already exist in the game, try a different name"	
	testWorldCmdAddOneHumanPlayerWrongInitialRoomFailed	Failed	addOnePlayer() & execute()	String of a player name with invalid initial room info	Error info displayed by the console	"The player can not be placed in that room due to room number in correct"	
	testWorldCmdPickSuccess		cmdPick() & execute()		Picked item success		
	testWorldCmdPickDuplicatedFailed	Failed			Error info displayed by the console	"Duplicated item detected"	
	testWorldCmdLookAroundSuccess		cmdLookAround() & execute()		Display the lookaround info A png file of the world Map corrected. Return True success created.	String representation of the lookaround roomInfo	
	testWorldCmdCreateMapPngSuccess		createGraphBufferedImage() & execute()			WorldMap.png generated	
	testPlayerHumanCreatedSuccess		Player_Implement()	name : String, room : int, checkComputer : boolean	A human player created successfully		
	testPlayerComputerCreatedSuccess		Player_Implement()	name : String, room : int, checkComputer : boolean	A computer player created successfully	Computer player flaged for this player	
	testPlayerCreateNullNameFailed	Failed	Player_Implement()	Player name is Null	IllegalArgumentException		
	testPlayerWithInvalidItemLimitFailed	Failed	Player_Implement()	name : String, room : int, checkComputer : boolean	IllegalArgumentException	Player limit is negative, failed	
	testPlayerCheckPlayerHumanSuccess		checkComputerPlayer()		False for human player	FALSE	
	testPlayerCheckPlayerComputerSuccess		checkComputerPlayer()		True for computer player	TRUE	
	testPlayerGetPlayerName		getPlayerName()		Player's name in string	"Player name 1"	
	testPlayerGetPlayerRoomNumber		getPlayerName()		getPlayer's current room in int	"1"	
	testPlayerMoveToRoomNumberSuccess		moveToRoomNumber()	int : room number	move player successfully to the targte room		
	testPlayerMoveToRoomNumberFailed	Failed	moveToRoomNumber()	int : invalid room number	IllegalArgumentException	Room number can not be the same room number & must exist in the Game world	
	Model: Mock_World Ms3MockWorldTest	testPlayerPickOneItemSuccess		pickUpOneItem()	Item	item picked success	
testPlayerPickOneItemOverLimitFailed		Failed	pickUpOneItem()	Item	IllegalArgumentException	Item over limit, thus player cannot add more items	
testPlayerPickOneItemDuplicatedFailed		Failed	pickUpOneItem()	Item	IllegalArgumentException	Iteam already exist in the player itemlist thus can not added again.	
testGetNeighborsRoomList			getNeighborsRoomList("Room1")				Check gameLog make sure the correct function is called and executed!
testGetWorldName			getWorldName()				Check gameLog make sure the correct function is called and executed!
testGetTotalOfRoom			getTotalOfRoom()				Check gameLog make sure the correct function is called and executed!
testGetTotalOfItem			getTotalOfItem()				Check gameLog make sure the correct function is called and executed!
testGetOneRoomInfo			getOneRoomInfo("Room1")				Check gameLog make sure the correct function is called and executed!
testMoveDrLucky			moveDrLucky()				Check gameLog make sure the correct function is called and executed!

testCreateGraphBufferedImage	createGraphBufferedImage();		Check gameLog make sure the correct function is called and executed!
testPrintWorldNeighborMap	printWorldNeighborMap();		Check gameLog make sure the correct function is called and executed!
testGetDrLuckyInfo	getDrLuckyInfo();		Check gameLog make sure the correct function is called and executed!
testPrintAllRoomInfo	printAllRoomInfo();		Check gameLog make sure the correct function is called and executed!
testAddOnePlayer	addOnePlayer("Player1", 0, false, 5);	Player name, limit, room, computer or not?	Check gameLog make sure the correct function is called and executed!
testSetTotalAllowedTurns	setTotalAllowedTurns(10);		Check gameLog make sure the correct function is called and executed!
testSetTotalAllowedPlayers	setTotalAllowedPlayers(4);		Check gameLog make sure the correct function is called and executed!
testCmdComputerPlayerAction	cmdComputerPlayerAction();		Check gameLog make sure the correct function is called and executed!
testCmdPlayerMove	cmdPlayerMove("Room2");	Player move String	Check gameLog make sure the correct function is called and executed!
testCmdPlayerLook	cmdPlayerLook();	Playe look string	Check gameLog make sure the correct function is called and executed!
testCmdPlayerPick	cmdPlayerPick("Item1");	Playe pick string	Check gameLog make sure the correct function is called and executed!
	world.setTotalAllowedTurns(5); world.cmdComputerPlayerAction(); world.cmdComputerPlayerAction(); world.cmdComputerPlayerAction(); world.cmdComputerPlayerAction();	combined different command input to run game until end.	
testCheckGameOver			Check gameLog make sure the correct function is called and executed!
testGetAllPlayerNames	getAllPlayerNames();		Check gameLog make sure the correct function is called and executed!
testGetAllPlayerInfo	getAllPlayerInfo();		Check gameLog make sure the correct function is called and executed!
testGetAllRoomNames	getAllRoomNames();		Check gameLog make sure the correct function is called and executed!
testGetOnePlayerAndRoomInfo	getOnePlayerAndRoomInfo("Player1");		Check gameLog make sure the correct function is called and executed!
testGetOnePlayerCurrentRoomName	getOnePlayerCurrentRoomName("Player1");		Check gameLog make sure the correct function is called and executed!
testGetCurrentPlayerName	getCurrentPlayerName();		Check gameLog make sure the correct function is called and executed!
testIsCurrentPlayerComputer	isCurrentPlayerComputer();	True or false depending currently player type	Check gameLog make sure the correct function is called and executed!
testGetCurrentPlayerIndex	getCurrentPlayerIndex();	int	Check gameLog make sure the correct function is called and executed!
testGetCurrentTurnNumber	getCurrentTurnNumber();	int	Check gameLog make sure the correct function is called and executed!
testCmdPlayerMovePet	cmdPlayerMovePet()		player moved pet success & unable to see the room
testPetWanderDfs	petWanderDfs()		pet move it self in DFS pattern
testCmdKillSuccess	cmdKill(String : itemName) :	Boolean	kill success & target reduce the hp
testCmdKillSuccessWithItem	cmdKill(String : itemName) :	Boolean	kill success & target reduce the hp based on item used
testCmdKillSuccessWithNoItem	cmdKill(String : itemName) :	Boolean	kill success & target reduce the hp by 1
testCmdKillFailed	cmdKill(String : itemName) :	cmdKill(String : itemName) :	Kill failed due to other player can see the current player
testGetCurrentPlayerItems	getCurrentPlayerItems() :	List<String>	string of items available to player
testGetWinnerPlayerExist	getWinner() :	String : PlayerName	winner namne

testGetWinnerPlayerNotExist	getWinner() :	Null	No winner yet
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