Milestone4_TheView (Author: Zack Xue)	Tesing Plan Unit Test Name	Suppose Fail?	Classes and Methods	Input	Exepectation	Output Example (notes):
Test GUI Controller Mock Model Test:						
	testShowWelcomeInfo		showWelcomeInfo()			Dsiplay proper welcome screen & picture info
	testShowErroException		showErroException()	String		Display proper message when error happens
	testShowStartTurnInfo		showStartTurnInfo()	String		Display graph that user proplerly started the turn
	testShowOneRoomInfo		showOneRoomInfo()	String		
	testShowOnePlayerInfo		showOnePlayerInfo()			
	testShowTargetInfo		showTargetInfo()			
	testButtonClick		addButtonListener()	ButtonLinstener		button click detected
	testKeyboardInput		addKeyBoardListener()	KeyboardListener		keyboard input detected
	testMouseInput		addMouseListener()	MouseListener		mose move detected
Test for GUI Controller: Test Case Name:			WorldController_Console_Implement()	input : Readbale, worldModel : World, output : Appendable	Success Create a WorldController_Console	
	testHumanItemAttackSuccessHumanWin		testHumanItemAttackSuccessHumanWin()			Attack success hp reduced
	testControllerConsoleCmdKillPlayer		testControllerConsoleCmdKillPlayer()			
	testPlayerSeenSameRoomWithPet		testPlayerSeenSameRoomWithPet()		True means can be seen	
	testControllerConsoleCmdMovePlayer		testControllerConsoleCmdMovePlayer()		Move success	Player to next room
	testEndDrLuckyEscaped		testEndDrLuckyEscaped()		Target health postive and max trun reached	Target escapted
	testEndDrLuckyDead		testEndDrLuckyDead()		Target health 0	Get a winner name
	testPlayerAttackSuccessWithNoPet		testPlayerAttackSuccessWithNoPet()		target health reduce	
	testPlayerAttackFailOtherPlayerInNeighborWithPet		testPlayerAttackFailOtherPlayerInNeighborWithPet()		target health unchanged	
	testPlayerAttackFailOtherPlayerInNeighborWithPet		testPlayerAttackFailOtherPlayerInNeighborWithPet()		target health unchanged	
	testPlayerAttackFailOtherPlayerInNeighborNoPet		testPlayerAttackFailOtherPlayerInNeighborNoPet()		target health unchanged	
	testPlayerAttackFailNoDrLuckyInRoom		testPlayerAttackFailNoDrLuckyInRoom()		target health unchanged	
	testHumanItemAttackFailWrongItemName		testHumanItemAttackFailWrongItemName()		IllegalArgumentException	
	testPlayerNotBeSeenWithPet1		testPlayerNotBeSeenWithPet1()		False means cannot seen	
	testPlayerLookPlayersInNeighbor		testPlayerLookPlayersInNeighbor()		Players in neighbor room info	String representation of the roomInfo
	testPlayerLookPlayersInNeighbor		testPlayerLookPlayersInNeighbor()		Players in neighbor room info	
Test for WorldController_Console _Implement **Class Name：**			WorldController_Console_Implement()	input : Readbale, worldModel : World, output : Appendable	Success Create a WorldController_Console	
	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	

	Test Case Name	Method	Input	Expected	Output
	testControllerConsoleCmdPickPlayer	cmdPick()		Human player can pick item successfully	
	testControllerConsoleCmdLookAroundPlayer	cmdLookArround()		Human player can look around and disply lookaround infomation	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 infomation	String representation of the roomInfo
	testControllerConsoleCmdKillComputer	cmdKill()		Computer player can hurt dr lucky	
Test for Controller:		WorldController_Console_Implement()	input : Readbale, worldModel : World, output : Appendable	Success Create a WorldController_Console	
Test Case Name:	testHumanItemAttackSuccessHumanWin	testHumanItemAttackSuccessHumanWin()			Attack success hp reduced
	testControllerConsoleCmdKillPlayer	testControllerConsoleCmdKillPlayer()			
	testPlayerSeenSameRoomWithPet	testPlayerSeenSameRoomWithPet()		True means can be seen	
	testControllerConsoleCmdMovePlayer	testControllerConsoleCmdMovePlayer()		Move success	Player to next room
	testEndDrLuckyEscaped	testEndDrLuckyEscaped()		Target health postive and max trun reached	Target escapted
	testEndDrLuckyDead	testEndDrLuckyDead()		Target health 0	Get a winner name
	testPlayerAttackSuccessWithNoPet	testPlayerAttackSuccessWithNoPet()		target health reduce	
	testPlayerAttackFailOtherPlayerInNeighborWithPet	testPlayerAttackFailOtherPlayerInNeighborWithPet()		target health unchanged	
	testPlayerAttackFailOtherPlayerInNeighborWithPet	testPlayerAttackFailOtherPlayerInNeighborWithPet()		target health unchanged	
	testPlayerAttackFailOtherPlayerInNeighborNoPet	testPlayerAttackFailOtherPlayerInNeighborNoPet()		target health unchanged	
	testPlayerAttackFailNoDrLuckyInRoom	testPlayerAttackFailNoDrLuckyInRoom()		target health unchanged	
	testHumanItemAttackFailWrongItemName	testHumanItemAttackFailWrongItemName()		IllegalArgumentException	
	testPlayerNotBeSeenWithPet1	testPlayerNotBeSeenWithPet1()		False means cannot seen	
	testPlayerLookPlayersInNeighbor	testPlayerLookPlayersInNeighbor()		Players in neighbor room info	String representation of the roomInfo
	testPlayerLookPlayersInNeighbor	testPlayerLookPlayersInNeighbor()		Players in neighbor room info	
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"
	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"

Test Name	Status	Method	Input	Expected	Notes
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	String representation of the lookaround roomInfo
testWorldCmdCreateMapPngSuccess		createGraphBufferedImage() & execute()		A png file of the world Map corrected. Return True success created.	WorldMap.png generated

Model: Player_Implement

Test Name	Status	Method	Input	Expected	Notes
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
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.

Model: Mock_World Ms3MockWorldTest

Test Name	Status	Method	Input	Expected	Notes
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!

Test Name		Method Call	Input	Return/Expected	Check
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!

testCheckGameOver		world.setTotalAllowedTurns(5);
		  world.cmdComputerPlayerAction();
		  world.cmdComputerPlayerAction();
		  world.cmdComputerPlayerAction();
		  world.cmdComputerPlayerAction();
			combined different command input to run game until end.		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
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