

Milestone2_Controller Class Name	Testing Plan Unit Test Name	Suppose Fail?	Classes and Methods	Input	Exepectation	Output Example (notes):
Controller: WorldController_Console _Implement	testControllerConsoleCreateSuccess		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	
	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"
	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"

Model: Player_Implement	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	IllegalArgumentExpection	
	testPlayerWithInvalidItemLimitFailed	Failed	Player_Implement()	name : String, room : int, checkComputer : boolean	IllegalArgumentExpection	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	IllegalArgumentExpection	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	IllegalArgumentExpection	Item over limit, thus player cannot add more items
testPlayerPickOneItemDuplicatedFailed		Failed	pickUpOneItem()	Item	IllegalArgumentExpection	Iteam already exist in the player itemlist thus can not added again.