



List of essential tests, omitted some trivial tests				
Class	Method	Testing For	Test Scenario / Input	Expected Scenario / Output
TreasureHolder	setTreasureList	can update the treasureList	Generate a list of treasres and update the list	List updated correctly
			update to an empty list with no treasures	
	getTreasureList	return a copy of treasure list	get a list of items and modify them	get correct list and cannot be modified explicitly
		return empty copy when it's empty	list is empty	return an empty list
Player	getId	id is unique	init multiple players	ids are unique
	getRow	get correct position row after moving	move the player	return new row number
			move out of boundary in wrapped map	return correct number in the wrap
			move through a tunnel	return correct position after moving thru tunnel
	getCol	get correct position column after moving	move the player	return new col number
			move out of boundary in wrapped map	return correct number in the wrap
			move through a tunnel	return correct position column after moving thru tunnel
	setRow	update position row	update with valid number	correctly update row
			with invalid number	throw Exception
	setCol	update position col	update with valid number	correctly update column
			with invalid number	throw Exception
Location	canWalk	tell if the player can go certain direction	with capable direction to new node	TRUE
			with incapable direciton	FALSE
		can walk through tunnel	walk thru tunnel with direction	TRUE
		walk in wrapped map	walk out of boundary	TRUE if valid
	setDirects	update connectivity of location	with new directions	direction list updated
DungeonMap	getTreasuresAt	return copy of treasure list of certain position	location with empty treasures	empty list
			invalid location (tunnel)	empty list
			location with treasures	immutable copy of treasure list
	canWalk	tell if player can move at certain direction	valid direction	T / F according to location's canWalk
			invalid direction	FALSE
			out of boundary inb wrapped map	True if can walk and it's wrapped map
	setRandomTreasures	set percentage of caves with treasures	valid percentage	correctly set treasres
Playercalculator	isSamePosition	tell if 2 players at same position	same position	TRUE
			not same position	FALSE

	playerCanWalk	if the player can walk through certain position	valid direction	T / F according to location's canWalk
			invalid direction	FALSE
			out of boundary inb wrapped map	True if can walk and it's wrapped map
	walkPlayer	walk with valid direction	valid direction	position updated correctly
		walk in wrapped map	walk out of boundary	position updated to anoither side correctly
		invalid -> exception	invalid direction	throw Exception