



Changes and Testing Plan

Changes:

1. Add View Package
2. Add DungeonViewController class which implements the Features interface which extends the DungeonController interface.
3. Add ReadOnlyDungeonGame interface for view to use.
4. Add restart(), getSettings(), currLoc(), visited(), dungeonInfo(), pickAllTreasure(), setLoc() to the DungeonGame.
5. Add new constructor for the Cave.
6. Delete generate() from Controller interface.

TestPlan:

1. restart(): generate a dungeon A, do some actions. call restart() and see if it is the same dungeon as A.
2. getSettings(): generate a dungeon A, call get Settings, check if it returns what I expected.
3. currLoc(): let the player move around, and call currLoc() to check if it returns correctly.
4. visited(): let the player move around, and call visited() to check if it works correctly.
5. dungeonInfo(): generate a dungeon, let the player do some changes, then call dungeonInfo() to check if it works correctly.
6. pickAllTreasure(): call this method in a cave with traesures and see if it works correctly.