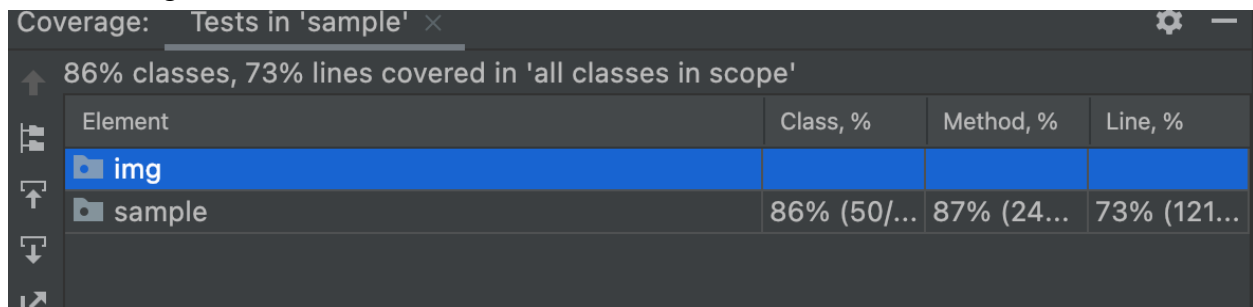


Testing Instructions

1. Clone our repo from github: https://github.com/AT151/PVZ_Gradle
2. It's a Gradle app so we open it in IntelliJ and build Gradle.
3. Run `src.main.java.sample.java.login` to start playing the game
4. To run all unit tests, run `test.java.sample` (with coverage). Can also run individually if desired. Tests that fail should all have comments above the test method noting that they should fail.
5. Run each GUI test under the `test.java` folder separately
 - a. Run `LoginGUITest.java`
 - b. Run `AfterLoginGUITest.java`
 - c. Run `GameGUITest.java`
6. There are font issues and screen coordinate differences when running on different machines (Mac vs Windows), so some of the tests might fail because of that. The final result and demo in the presentation used a MacBook Pro (16-inch).

Final coverage results should be as follows:



The screenshot shows the IntelliJ IDEA coverage tool window. The title bar reads 'Coverage: Tests in 'sample' x'. Below the title bar, a summary bar states '86% classes, 73% lines covered in 'all classes in scope''. The main table displays coverage data for the 'img' and 'sample' packages. The 'img' package is highlighted in blue and shows 0% coverage for all metrics. The 'sample' package shows 86% class coverage (50/58 classes), 87% method coverage (24/27 methods), and 73% line coverage (121/165 lines).

Element	Class, %	Method, %	Line, %
img			
sample	86% (50/...	87% (24...	73% (121...

Slides are accessible at

<https://docs.google.com/presentation/d/1YWeZoQGjO02XBgrVFbplCWdOTcJPdu2vpf0Ns6vbUc0/edit?usp=sharing>

Original repo for System Under Test is available at

<https://github.com/himanshuraj18/PlantsVsZombies>