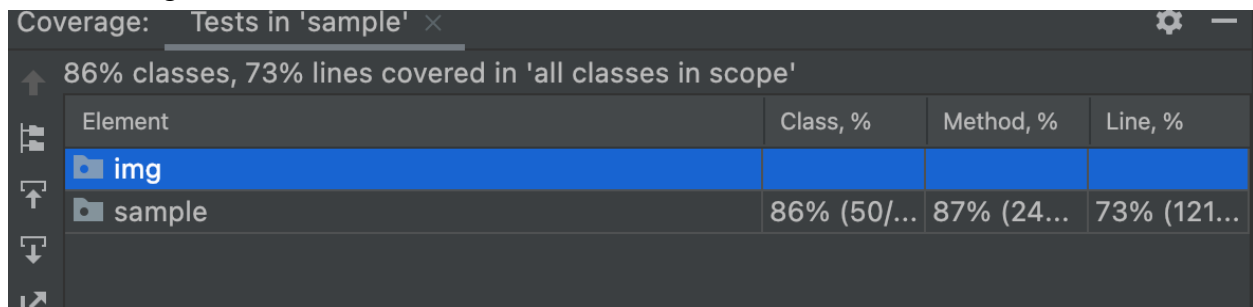Kavan Bansal, Alan Li, Tran The Anh

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 <u>separately</u>

    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:

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