Feature #6: Scoring

1. Testing Logic
   1. Could you go into the negatives?
   2. What about if you were to overflow the integer value? Should we be using doubles or longs instead?
2. Testing Parameters
   1. Due to time impacting the score in theory you could go into the negative numbers? That shouldn’t happen. We could run a simple test that would just leave the robot in the arena and wait. See if the score hits a negative number. And if it does then we find the bug and fix.
   2. When it comes to overflow we could also set the point value of each rope very high, and then continually scale it down until we hit our desired score max without overflowing the datatype.
3. Testing Results
   1. We were not able to create a test for this yet, there might be more to come soon. See above for how we would have tested.