

Chess Game

Code Coverage

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Project Stakeholder	Dr. Filippas Vokolos, Ph. D.

Revision History

Name	Date	Reason for Change	Revision
Armaan Bhasin, Brandin Bulicki, Aparna Mishra, Tumaresi Yalikun, Briana Schuetz	08/23/2020	First Draft of the Code Coverage Document	1.0

1. Unit Test Code Coverage

Please refer to the GameManager.py and testing.py files for unit test results. The testing program can be run running python3 testing.py from terminal. To see the results list of unit tests, please refer to the excel sheet.

For getting the results, we used unittest and coverage libraries. To see the test results type in coverage run testing.py then to see the percentage, do coverage report. To see the results in html, type coverage html

Coverage report: 81%					filter...
Module ↑	statements	missing	excluded	coverage	
GameManager.py	498	128	0	74%	
testing.py	179	0	0	100%	
Total	677	128	0	81%	

2. Static Code Analysis

Used pylint to do the static code analysis. Results are shown in the screenshot below. To generate the results from terminal, type `pylint GameManagerer.py`

```
TumarisMBP:coveragereport tmsr$ pylint GameManagerer.py
***** Module GameManagerer
GameManagerer.py:14:0: W0301: Unnecessary semicolon (unnecessary-semicolon)
GameManagerer.py:20:0: W0311: Bad indentation. Found 7 spaces, expected 8 (bad-indentation)
GameManagerer.py:23:0: C0325: Unnecessary parens after 'return' keyword (superfluous-parens)
GameManagerer.py:26:0: C0301: Line too long (132/100) (line-too-long)
GameManagerer.py:32:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:32:0: C0325: Unnecessary parens after 'in' keyword (superfluous-parens)
GameManagerer.py:34:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:36:0: C0301: Line too long (101/100) (line-too-long)
GameManagerer.py:38:0: C0301: Line too long (102/100) (line-too-long)
GameManagerer.py:40:0: C0325: Unnecessary parens after 'elif' keyword (superfluous-parens)
GameManagerer.py:40:0: C0325: Unnecessary parens after 'in' keyword (superfluous-parens)
GameManagerer.py:42:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:44:0: C0301: Line too long (102/100) (line-too-long)
GameManagerer.py:46:0: C0301: Line too long (101/100) (line-too-long)
GameManagerer.py:48:0: C0325: Unnecessary parens after 'elif' keyword (superfluous-parens)
GameManagerer.py:51:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:52:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:59:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:60:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:68:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:69:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:76:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:77:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:83:0: C0325: Unnecessary parens after 'elif' keyword (superfluous-parens)
GameManagerer.py:84:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:85:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:87:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:89:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:90:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:92:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:94:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:95:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:97:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:99:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:100:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:102:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:104:0: C0325: Unnecessary parens after 'elif' keyword (superfluous-parens)
GameManagerer.py:107:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:115:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:123:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:131:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:137:0: C0325: Unnecessary parens after 'elif' keyword (superfluous-parens)
GameManagerer.py:140:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:148:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:156:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:164:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:172:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:173:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:180:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:181:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:189:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:190:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:197:0: C0325: Unnecessary parens after 'while' keyword (superfluous-parens)
GameManagerer.py:198:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:204:0: C0325: Unnecessary parens after 'elif' keyword (superfluous-parens)
GameManagerer.py:205:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:207:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:209:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:211:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:213:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:215:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:217:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:219:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:222:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:223:0: C0301: Line too long (170/100) (line-too-long)
GameManagerer.py:225:0: C0301: Line too long (171/100) (line-too-long)
GameManagerer.py:227:0: C0325: Unnecessary parens after 'return' keyword (superfluous-parens)
GameManagerer.py:236:0: C0325: Unnecessary parens after 'if' keyword (superfluous-parens)
GameManagerer.py:236:0: C0325: Unnecessary parens after 'in' keyword (superfluous-parens)
GameManagerer.py:237:0: C0301: Line too long (101/100) (line-too-long)
GameManagerer.py:239:0: C0301: Line too long (102/100) (line-too-long)
GameManagerer.py:241:0: C0325: Unnecessary parens after 'elif' keyword (superfluous-parens)
```

[illegible]

```
GameManager.py:603:0: C0325: Unnecessary parens after 'return' keyword (superfluous-parens)
GameManager.py:690:0: C0304: Final newline missing (missing-final-newline)
GameManager.py:1:0: C0103: Module name "GameManager" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:1:0: C0114: Missing module docstring (missing-module-docstring)
GameManager.py:13:0: C0103: Function name "startGame" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:13:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:14:4: C0103: Variable name "startingBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:19:8: C0103: Variable name "n" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:19:8: W0612: Unused variable 'n' (unused-variable)
GameManager.py:29:0: C0103: Function name "findMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:29:0: C0103: Argument name "currentPosX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:29:0: C0103: Argument name "currentPosY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:29:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:29:0: R0912: Too many branches (84/12) (too-many-branches)
GameManager.py:29:0: R0915: Too many statements (176/50) (too-many-statements)
GameManager.py:233:0: C0103: Function name "findAttacks" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:233:0: C0103: Argument name "currentPosX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:233:0: C0103: Argument name "currentPosY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:233:0: C0116: Missing function or method docstring (missing-function-docstring)
[GameManager.py:233:0: R0912: Too many branches (79/12) (too-many-branches)
GameManager.py:233:0: R0915: Too many statements (165/50) (too-many-statements)
GameManager.py:426:0: C0103: Function name "friendlyFire" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:426:0: C0103: Argument name "currentPosX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:426:0: C0103: Argument name "currentPosY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:426:0: C0103: Argument name "possibleMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:426:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:428:8: C0103: Variable name "n" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:428:8: C0103: Function name "moveValidation" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:438:0: C0103: Argument name "currentPosX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:438:0: C0103: Argument name "currentPosY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:438:0: C0103: Argument name "newPositionX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:438:0: C0103: Argument name "newPositionY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:438:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:438:0: R0913: Too many arguments (6/5) (too-many-arguments)
GameManager.py:449:4: C0103: Variable name "possibleMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:452:4: C0103: Variable name "legalMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:455:4: C0103: Variable name "testCheckboard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:464:8: C0103: Variable name "n" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:475:0: C0103: Function name "makeMove" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:475:0: C0103: Argument name "currentPosX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:475:0: C0103: Argument name "currentPosY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:475:0: C0103: Argument name "newPositionX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:475:0: C0103: Argument name "newPositionY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:475:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:476:4: C0103: Variable name "updateBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:477:4: C0103: Variable name "tmpPiece" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:487:0: C0103: Function name "isCheck" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:487:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:488:4: C0103: Variable name "checkSquares" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:501:16: C0103: Variable name "c" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:515:16: C0103: Variable name "c" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:487:0: R1710: Either all return statements in a function should return an expression, or none of them should. (inconsistent-return-statements)
[GameManager.py:487:0: R0912: Too many branches (14/12) (too-many-branches)
GameManager.py:524:0: C0103: Function name "isCheckMate" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:524:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:525:4: C0103: Variable name "possibleMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:526:4: C0103: Variable name "currentBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:532:12: R1723: Unnecessary "else" after "break" (no-else-break)
GameManager.py:533:16: C0103: Variable name "possibleMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:540:8: C0103: Variable name "legalMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:541:8: C0103: Variable name "testBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:542:12: C0103: Variable name "m" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:543:12: C0103: Variable name "testMove" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:545:16: C0103: Variable name "testBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:551:8: C0103: Variable name "possibleMoves" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:561:8: C0103: Variable name "testBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:564:16: C0103: Variable name "m" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:566:16: C0103: Variable name "testMove" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:568:20: C0103: Variable name "testBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:524:0: R1710: Either all return statements in a function should return an expression, or none of them should. (inconsistent-return-statements)
GameManager.py:524:0: R0912: Too many branches (15/12) (too-many-branches)
GameManager.py:579:0: C0103: Function name "pawnPromotion" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:579:0: C0103: Argument name "pawnPosX" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:579:0: C0103: Argument name "pawnPosY" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:579:0: C0103: Argument name "newPiece" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:579:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:601:4: C0103: Variable name "updateBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:610:0: C0103: Function name "simpleBoard" doesn't conform to snake_case naming style (invalid-name)
```

```
GameManager.py:610:0: C0103: Function name "simpleBoard" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:610:0: C0116: Missing function or method docstring (missing-function-docstring)
GameManager.py:611:4: C0103: Variable name "simpleB" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:612:4: C0103: Variable name "r" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:613:4: C0103: Variable name "c" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:615:8: C0103: Variable name "simpler" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:621:12: C0103: Variable name "c" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:622:8: C0103: Variable name "c" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:623:8: C0103: Variable name "r" doesn't conform to snake_case naming style (invalid-name)
GameManager.py:693:-1: W0105: String statement has no effect (pointless-string-statement)
GameManager.py:6:0: W0611: Unused import socket (unused-import)
```


3. Version Control

Used git to maintain version control during edits.

Current Repository
98181-GroupProject_Group19

Current Branch
master

Fetch origin
Last fetched 11 minutes ago

Changes 0

History

Select Branch to Compare...

Update_DS_Store
Iboulci • 43m

Update Version on UI
Iboulci • 44m

Merge pull request #6 from Aab385-b...
Brandin Bulcki • 1h

Update Game Version
Iboulci • 1h

fixed board flip again
Briana Schuetz • 3h

added functionality to start new game...
Briana Schuetz • 9h

fixed for real this time: board orientati...
Briana Schuetz • 5h

board orientation, whoseturn display fix
Briana Schuetz • 6h

Fixed Bug
Iboulci • 9h

Bug Fixes
Iboulci • 9h

Fixed Bug
Iboulci • 12h

First Working Copy
Iboulci • 10h

Merge pull request #5 from Aab385-b...
Aab385-bleh • 19h

Merge pull request #4 from Aab385-b...
Aab385-bleh • 19h

Added function for creating and subs...
DESKTOP-OBSPFQK\Armaan A. Bhasi... • 19h

Fix Castling
Iboulci • 19h

fixed some typos and errors, and cha...
DESKTOP-OBSPFQK\Armaan A. Bhasi... • 23h

Bug Fixes
Iboulci • 23h

Begin Socket Connection
Iboulci • 23h

updated websocket service with obse...
Briana Schuetz • 1d

Merge pull request #6 from Aab385-bleh/Bri-workBranch-v2
Brandin Bulcki • 1e83a37 • 19 changed files • Hide Whitespace

Bri work branch v2

Server/GameManager.py
37 @@ -37,18 +37,19 @@ async def handle_message(sid, room):
38 username = ""
39 response = {
40 "username": "",
41 "isWhite": ""
42 }
43 if (connectionCount == 1):
44 response["username"] = "Player 1"
45 response["isWhite"] = "white"
46 player2SID = sid
47 elif (connectionCount == 2):
48 response["username"] = "Player 2"
49 response["isWhite"] = "black"
50 player2SID = sid
51 else:
52 response["username"] = "Spectator"
53 response["isWhite"] = ""
54 await sid.emit('getUserName', response, roomsid)
55 # have to wait for player 2 to know who he is first before we can do a proper game
56 @@ -61,6 +62,12 @@ def handle_message(sid, room):
61 global connectionCount
62 connectionCount = connectionCount - 1
63 64
65 +sid.on('restartGame')
66 +async def handle_message(sid, room):
67 + global connectionCount
68 + if (connectionCount == 2):
69 + await createGame()
70 +
71 moveJson should be in format ("curX": int, "curY": int, "newX": int, "newY": int, "promotion": char)
72 @sid.on('upsideMove')
73 async def handle_message(sid, moveJson, game_room):