JUNIT TEST

CONFIGURATION OF THE STAGES:

Name	Class	Stage
setupStage1	UserTest	Create a user
setupStage1	PdfTest	Create a pdf
setupStage1	GunFirstTest	Create a basic gun
setupStage1	GunSecondTest	Create a medium gun
setupStage1	GunThirdTest	Create a maximum gun
setupStage1	GreenPDFTest	Create a green pdf
setupStage1	RedPDFTest	Create a red pdf
setupStage1	YellowPDFTest	Create a yellow pdf
setupStage1	GameManagementTest	
setupStage2	GameManagementTest	Create a file with a serialized object of the GameManagment class
setupStage1	PlayerTest	Create a player
setupStage2	PlayerTest	Create a user
setupStage3	PlayerTest	Create a player

setupStage1	MotionTest	Create a enemy
setupStage1	AttackTest	Create a player
setupStage1	LogTest	Create a log

TEST CASE:

Test Objective: Verify that the user was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.				
Clase	**Método**	**Escenario**	**Valores de Entrada**	**Resultado**
User	User	setupStage1	nickname="Unicode" score=901 position=10 defeats=12 lastStage=8 moodleCoins=4.200	The user has been created successfully. Each of the attributes of the new user is correctly assigned.

Test Objective: Verify that the first gun was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.				
Clase	**Método**	**Escenario**	**Valores de Entrada**	**Resultado**
GunFirst	GunFirst	setupStage1	design=gunFirstImage damage=4 magicWeaponry="Witchcraft"	The first gun has been created successfully. Each of the attributes of the new first gun is correctly assigned.

Test Objective: Verify that the second gun was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.

Clase	Método	Escenario	Valores de Entrada	Resultado
GunSecond	GunSecond	setupStage1	design=gunSecondImage damage=7 naturalWeaponry="Elemental Mimicry"	The second gun has been created successfully. Each of the attributes of the new second gun is correctly assigned.

Test Objective: Verify that the third gun was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.

Clase	Método	Escenario	Valores de Entrada	Resultado
GunThird	GunThird	setupStage1	design=gunThirdImage damage=10 dimensionalWeaponry="Space Shooting"	The third gun has been created successfully. Each of the attributes of the new third gun is correctly assigned.

Test Objective: Verify that the Green pdf was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.

Clase	Método	Escenario	Valores de Entrada	Resultado
GreenPDF	GreenPDF	setupStage1	pdf=pdfGreenSprite duration=210.3 width=80 height=80 posX = 220 posY = 410 health=100 damage=10	The green pdf has been created successfully. Each of the attributes of the new green pdf is correctly assigned.

			dimensionalShield=8	

Test Objective: Verify that the red pdf was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.

Clase	Método	Escenario	Valores de Entrada	Resultado
RedPDF	RedPDF	setupStage1	pdf=pdfRedSprite duration=130.3 width=75 height=80 posX = 210 posY = 387 health=70 damage=8 naturalShield=6	The red pdf has been created successfully. Each of the attributes of the new red pfd is correctly assigned.

Test Objective: Verify that the yellow pdf was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.

Clase	Método	Escenario	Valores de Entrada	Resultado
Yellow PDF	YellowPDF	setupStage 1	pdf=pdfYellowSprite duration=320.3 width=90 height=92 posX = 230 posY = 249 health=100 damage=6 magicalShield=4	The yellow pdf has been created successfully. Each of the attributes of the new yellow pfd is correctly assigned.

Test Objective: Verify that the game management was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly. Also, verify that the gun are correctly created

Clase	Método	Escenario	Valores de Entrada	Resultado
GameManagment	GameManagment	setupStage 1	Anyone	The game management has been created successfully.
GameManagment	saveGameManagement	setupStage 2	Anyone	An object of the class GameManagement with the attributes of the serialized object

Test Objective: Verify that the player was created correctly, checking the information that passes through the parameter meets the requirements to be able to create and search correctly.Also verify that a user from player is created correctly

Clase	Método	Escenario	Valores de Entrada	Resultado
Player	Player	setupStage1	nickname="Cpasuy" score=721 position=2 defeats=20 lastStage=12 moodleCoins=7.200 lose=true paused=false gun=gunThird	The player has been created successfully. Each of the attributes of the new player is correctly assigned.
Player	addUser	setupStage2	nickname="Cpasuy" score=721 position=2 defeats=20 lastStage=12 moodleCoins=7.200	The user has been created successfully. Each of the attributes of the new user is correctly assigned.
Player	addLog	setupStage3	Userr=User Date=21/12/2021 Hour=8:30	The log has been created successfully. Each of the attributes of the new log is correctly assigned.

Test Objective: Verify that the class log is working correctly

Clase	Método	Escenario	Valores de Entrada	Resultado
Log	Log	setupStage1	User=User Date=21/12/2021 Hour=8:30	An object of class Log (parent = null, left = null, right = null, date = actualDate, user = user) successfully added to ABB's logs

Test Objective: Verify that the motion is working correctly

Clase	Método	Escenario	Valores de Entrada	Resultado
Motion	move	setupStage1	nickname="unicode" score=721 position=2 defeats=20 lastStage=12 moodleCoins=7.200 lose=true paused=false gun=gunThird	The character has to move the directions of a player wants

Test Objective: Verify that the attack is working correctly

Clase	Método	Escenario	Valores de Entrada	Resultado
			nickname="sebas32" score=721	The character has to attack linearly on the direction of the enemies

Attack	move	setupStage1	position=2 defeats=20 lastStage=12 moodleCoins=7.200 lose=true paused=false gun=gunThird	