Supporting Documentation for Group 10

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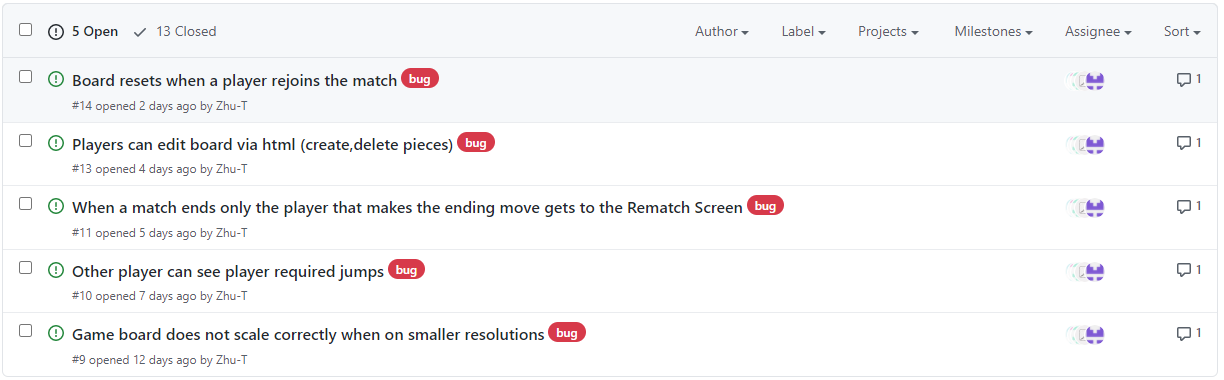
Tony Zhu

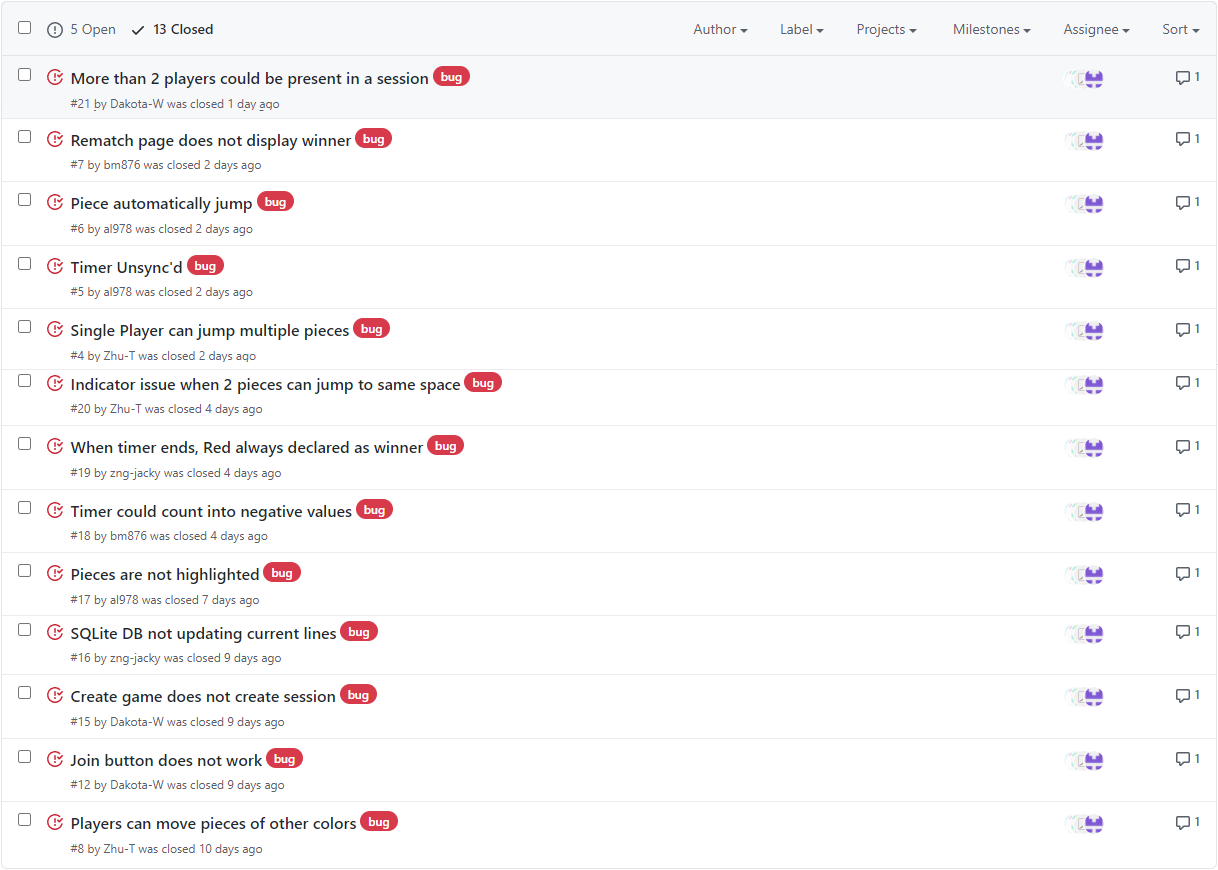
November 29, 2020

# Bug Reporting through Github:

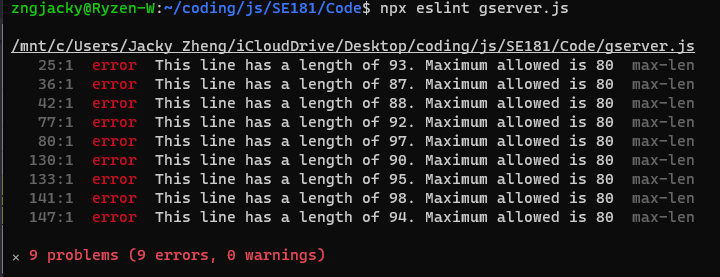
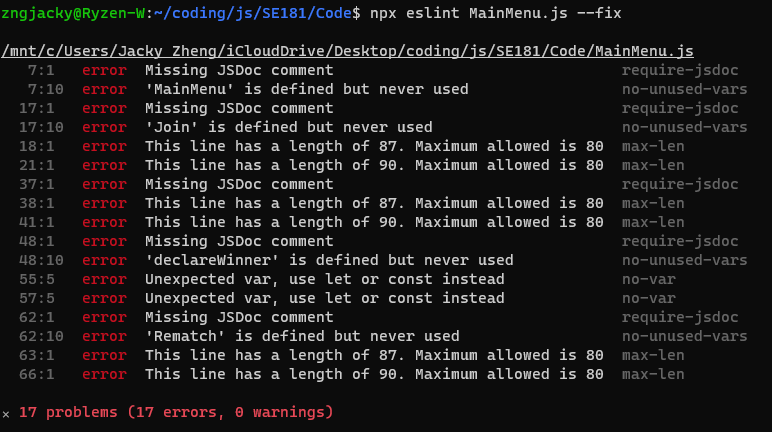
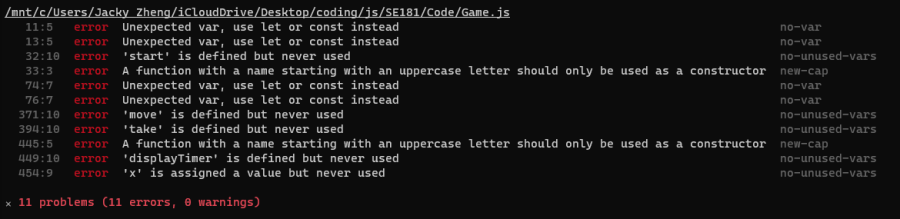
Results:

* 5 open bugs that did not impact core gameplay
* 13 closed bugs
* 21 total bugs

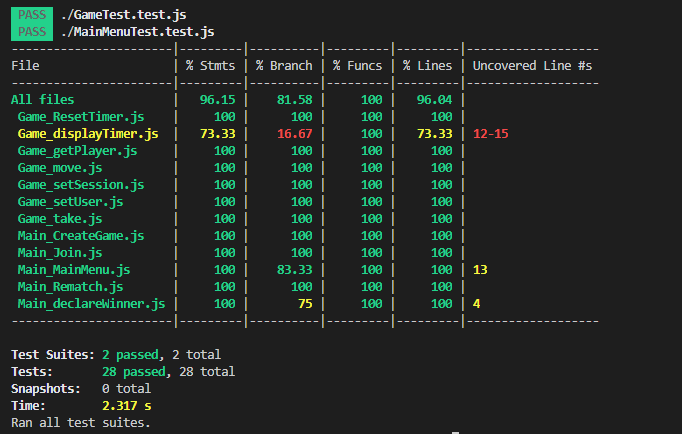




# Static Analysis through ESLint

Attached below is Static Analysis in ESLint :  
   
  
ESLint Config file:  
  
Static Analysis after implementing fixes and using -fix:   


# Code Coverage



**NOTE:**

JavaScript functions had to be made simplified for the code coverage to work. In general, we created test cases to test majority of the functions. Functions had to be made simplify because certain elements would not react well with Jest Framework. Disclaimer that most functions did not have return values, so it was essential to make the modification. The code coverage can be found in the “JEST-TESTING” directory.