Sea Of Geese

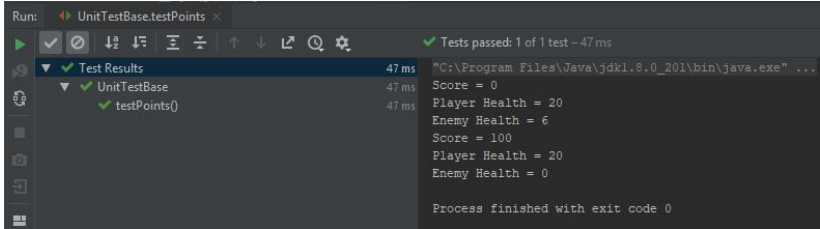# Unit Testing - Assessment 4

Test ID	Description	Expected Outcome	Outcome	Result	Problems?	Action Taken	New Result	CodeAuthor
2.01	testPoints()	Points are updated successfully updated through winning in battle	Test did not run	■	Due to problems previously known with LibGDX testing	I had to do some major code overhaul, with	■	Jiahao Wang (Charles) and Benjamin Hassell
2.02	testObstacles Health()	The obstacle ideally, should be **endured -** reduces health by 5	Reduces health	■	N/A	N/A	■	Spencer Atkins

					N/A	N/A		Spencer Atkins
2.03	testObstacles Crew()	Removes 1 crew member	From your group	🟩	N/A	N/A	🟩	Spencer Atkins

| **2.04** | testCrewCarp enterEffect() | Heals 3 health per member after a battle | Heals 3 health per member after a battle | 🟩 | N/A | N/A | 🟩 | Spencer Atkins |

2.05	testCrewMast GunnerEffect( )	Reduced draw cost	Reduced draw cost		N/A	N/A		Spencer Atkins
2.06	testCrewQuar tmasterEffect( )	Adds three to the value to be rewarded	Adds three to the value to be rewarded		N/A	N/A		Spencer Atkins