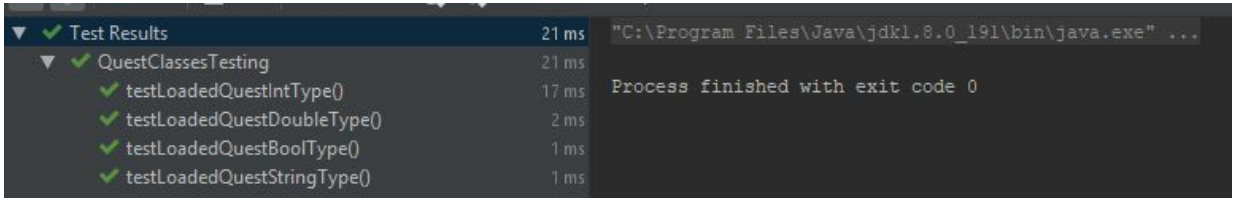
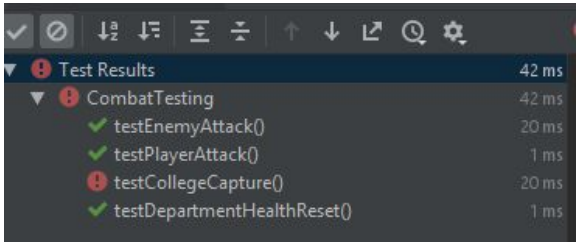
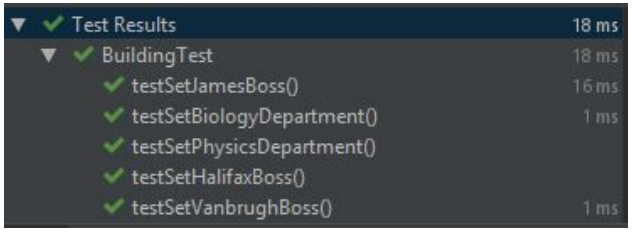
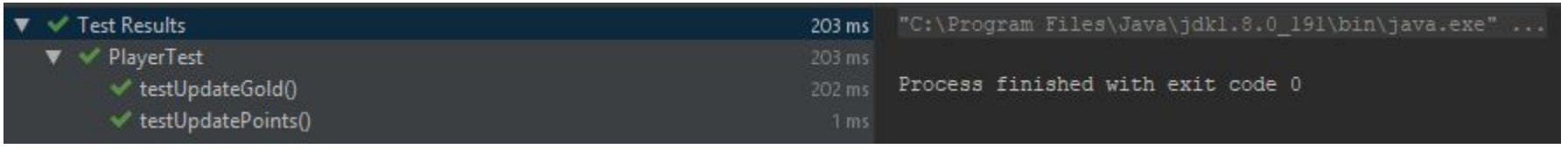
Unit Testing

Code Script	Test ID	Test Name	Description	Result	Problems?	Action Taken	New Result	Tester
Quest ClassesTesting	2.01	testLoadedQuestStringType	Checks that Quest loads types in correctly		N/A	N/A		Benjamin Hassell
	2.02	testLoadedQuestIntType	Checks that Quest loads types in correctly		N/A	N/A		Benjamin Hassell
	2.03	testLoadedQuestBoolType	Checks that Quest loads types in correctly		N/A	N/A		Benjamin Hassell
	2.04	testLoadedQuestDoubleType	Checks that Quest loads types in correctly		Double array identifies as [D	Altered expected result		Benjamin Hassell
	 When ran from the test file the string for the boot file path had to have one path section removed.							
Combat	2.05	testEnemyAttack	Test that the enemy attack function works as expected		N/A	N/A		Benjamin Hassell

Testing	2.06	testPlayerAttack	Test that the player attack function works as expected		N/A	N/A		Benjamin Hassell
	2.07	testCollegeCapture	Test that colleges are correctly captured		This failed not due to the function not working but because of the nature of player attack, if health would go below 0, it not only captures it but also changes screen which is libGDX and it doesn't work with UNIT testing	Switched to acceptance testing for the full game in which it works correctly		Benjamin Hassell
	2.08	testDepartmentHealthReset	Test that the health correctly resets		N/A	N/A		Benjamin Hassell
								
BuildingTest	2.09	testSetVanbrughBoss	Test the attribute loader for Vanbrugh		N/A	N/A		Benjamin Hassell
	2.10	testSetJamesBoss	Test the attribute loader for James		N/A	N/A		Benjamin Hassell

	2.11	testSetHalifaxBoss	Test the attribute loader for Halifax		N/A	N/A		Benjamin Hassell
	2.12	testSetPhysicsDepartment	Test the attribute loader for Physics		N/A	N/A		Benjamin Hassell
	2.13	testSetBiologyDepartment	Test the attribute loader for Biology		N/A	N/A		Benjamin Hassell
								
Player Test	2.14	testUpdatePoints	Test the point update method		N/A	N/A		Benjamin Hassell
	2.15	testUpdateGold	Test the gold update method		N/A	N/A		Benjamin Hassell