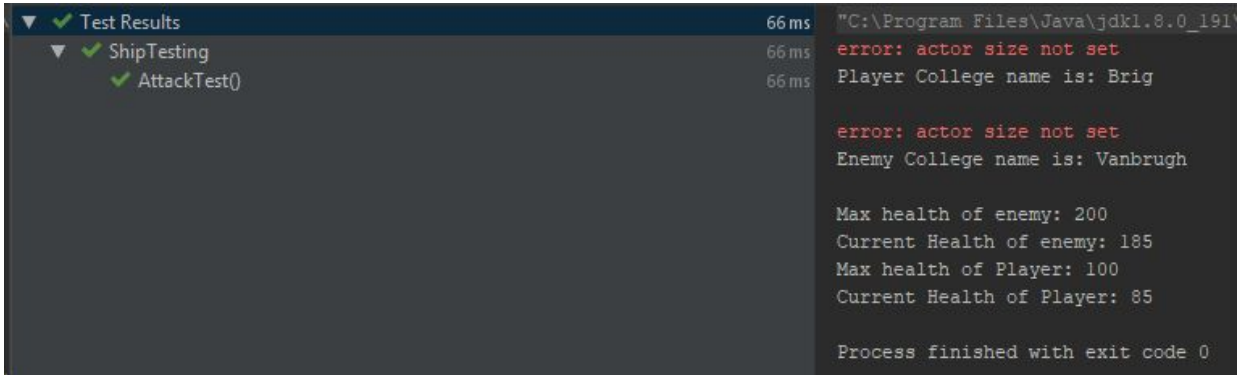
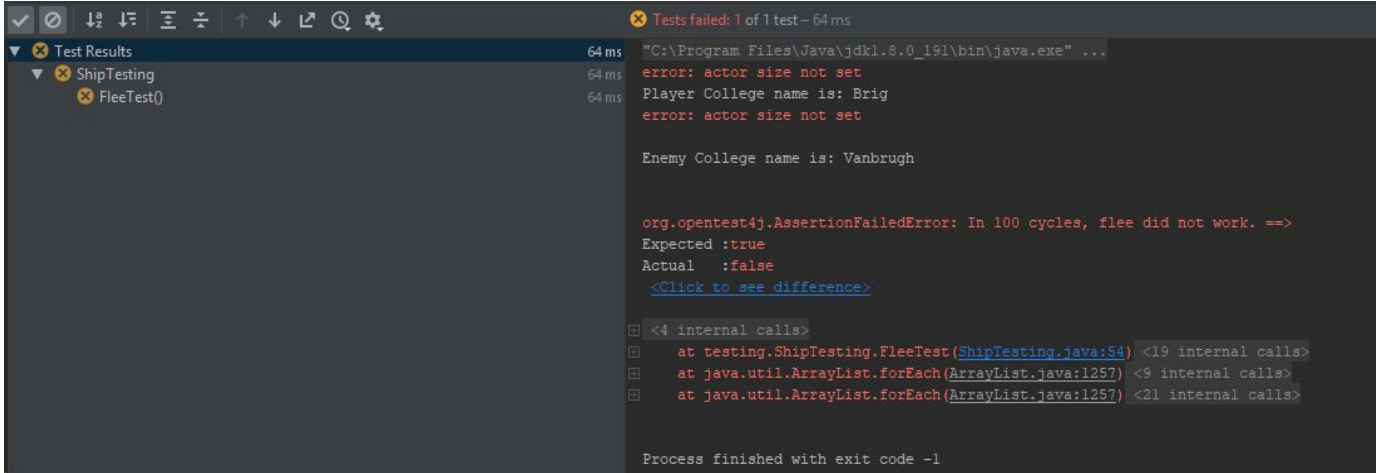
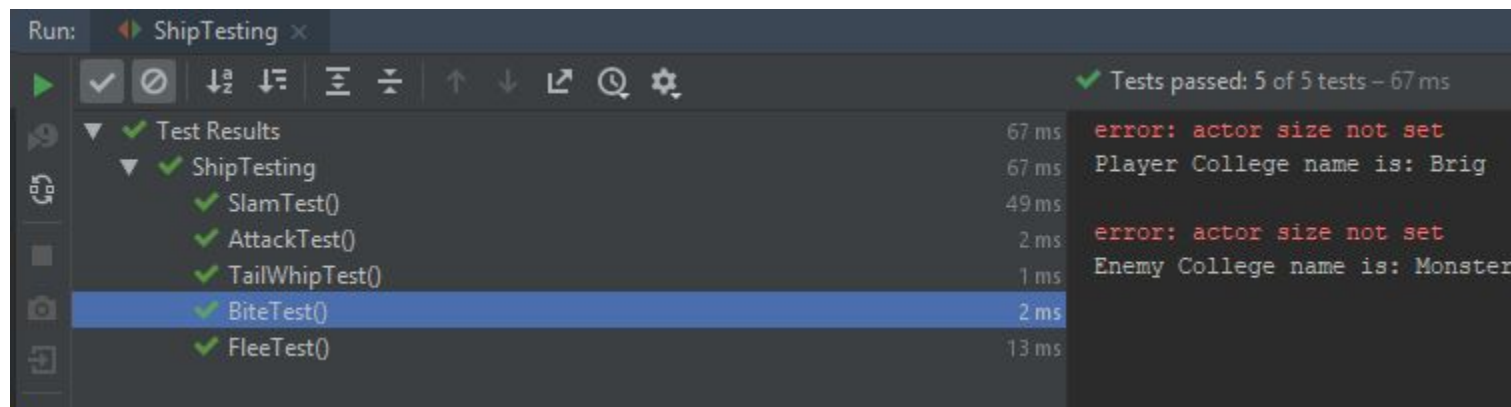
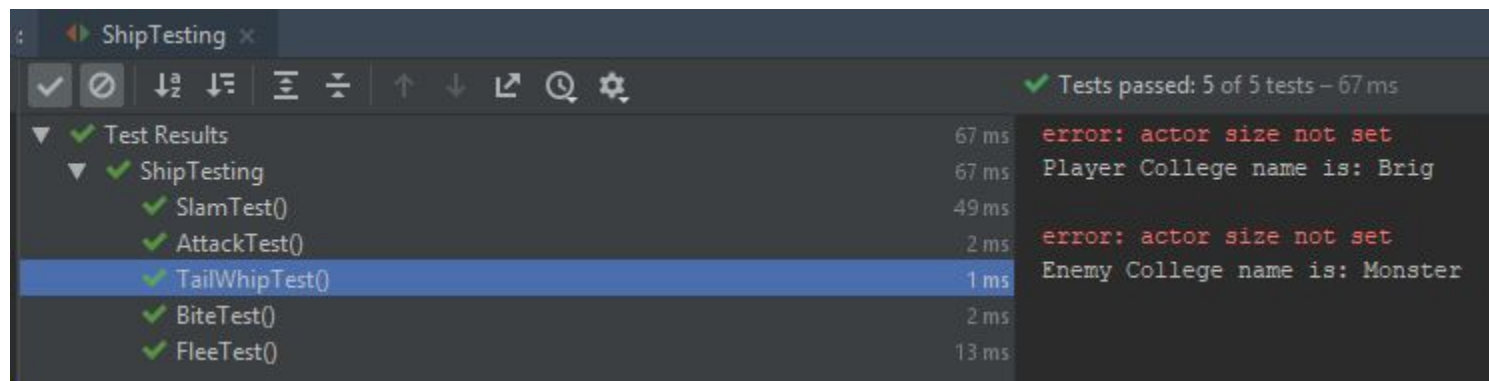


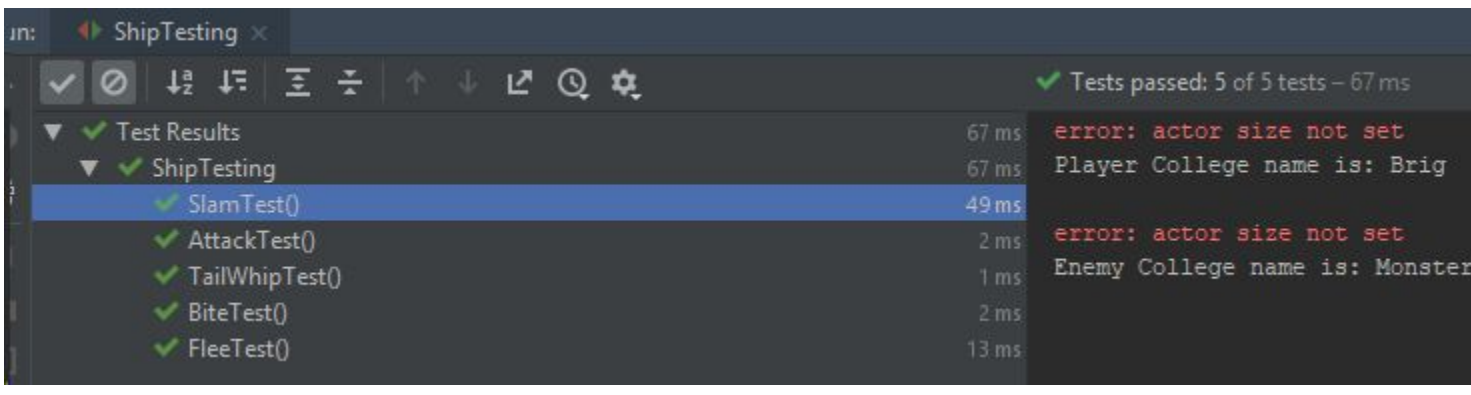
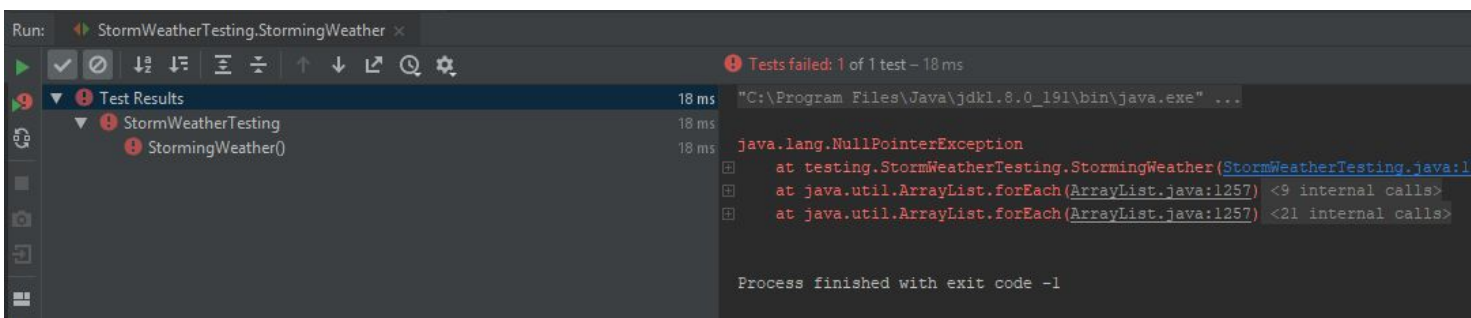
Unit Testing - Assessment 3

Test ID	Description	Expected Outcome	Outcome	Result	Problems?	Action Taken	New Result	Tester
2.01	AttackTest()	Tests that the attack class will correctly lower both the player and enemy health when performed sequentially	Works as expected.		It may be noted that there are “error: actor size not set” messages printed, this does not change the testing and will be due to an error at some other part of the code that requires it.	No Action needed		Benjamin Hassell
 <pre> ▼ ✓ Test Results 66ms "C:\Program Files\Java\jdk1.8.0_191 ▼ ✓ ShipTesting 66ms error: actor size not set ✓ AttackTest() 66ms Player College name is: Brig error: actor size not set Enemy College name is: Vanbrugh Max health of enemy: 200 Current Health of enemy: 185 Max health of Player: 100 Current Health of Player: 85 Process finished with exit code 0 </pre>								
2.02	FleeTest()	Tests that the flee class will always work	Does not always work		Impossible to correctly test 100% of the time, flee uses a randomiser method using thread	No fix without changing the code, which was unnecessary, (however it does		Benjamin Hassell

					and so never can it absolutely work.	work the majority of times, but can't account for everything with random)		
								
2.03	BiteTest()	Tests that bite will always work correctly and damages user	Works as expected.		No Problems	N/A		Benjamin Hassell



2.04	TailWhipTest() ()	Test that the Tail Whip feature works.	Works as expected.		No Problems	N/A		Benjamin Hassell
								
2.05	Slam()	Test that the slam feature works	Works as expected.		No Problems	N/A		Benjamin Hassell

										
2.06	<table> <tr> <td data-bbox="288 624 481 1008">StormingWeatherTest()</td><td data-bbox="490 624 728 1008">Test that the weather both damages you, and increases your points whenever called</td><td data-bbox="739 624 943 1008">NullPointerException</td><td data-bbox="952 624 1070 1008"></td><td data-bbox="1079 624 1431 1008">It turns out LibGDX method create, which though called in game (works like a constructor, works when PirateGame is made) together isn't called in instances, so the default player was never actually created</td><td data-bbox="1440 624 1724 1008">Added a setPlayer method in my testing REPO and used that before trying to print out the player attributes.</td><td data-bbox="1736 624 1861 1008"></td><td data-bbox="1872 624 1993 1008">Benjamin Hassell</td></tr> </table>	StormingWeatherTest()	Test that the weather both damages you, and increases your points whenever called	NullPointerException		It turns out LibGDX method create, which though called in game (works like a constructor, works when PirateGame is made) together isn't called in instances, so the default player was never actually created	Added a setPlayer method in my testing REPO and used that before trying to print out the player attributes.		Benjamin Hassell	
StormingWeatherTest()	Test that the weather both damages you, and increases your points whenever called	NullPointerException		It turns out LibGDX method create, which though called in game (works like a constructor, works when PirateGame is made) together isn't called in instances, so the default player was never actually created	Added a setPlayer method in my testing REPO and used that before trying to print out the player attributes.		Benjamin Hassell			
										

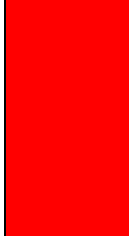
```
Run: StormWeatherTesting.StormingWeather x
[Icons] Tests passed: 1 of 1 test - 128 ms
Test Results
  StormWeatherTesting
    StormingWeather()
      128 ms "C:\Program Files\Java\jdk1.8.0_191\bin\java.exe" ...
      128 ms error: actor size not set
      128 ms storming
      99
      Process finished with exit code 0
```

2.07

updateWeatherRegionTest()

Weather region updates

Weather region may not always update



Since it uses a random method there is always the chance the weather will not change region.

This isn't exactly an issue, however it just means that testing will not always provide accurate results



Benjamin Hassell

```
Tests failed: 1 of 1 test - 62 ms
Test Results
  StormWeatherTesting
    updateWeatherRegionTest()
      62 ms "C:\Program Files\Java\jdk1.8.0_191\bin\java.exe" ...
      62 ms error: actor size not set
      62 ms 7
      7
      org.opentest4j.AssertionFailedError: Region has not changed ==> expected: not equal but was: <7>
      Expected :not equal
      Actual   :<7>
      <Click to see difference>
      <4 internal calls>
      at testing.StormWeatherTesting.updateWeatherRegionTest(StormWeatherTesting.java:42) <19 internal calls>
      at java.util.ArrayList.forEach(ArrayList.java:1257) <9 internal calls>
      at java.util.ArrayList.forEach(ArrayList.java:1257) <21 internal calls>
      Process finished with exit code -1
```

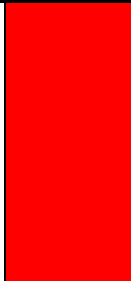
```
Tests passed: 1 of 1 test - 67 ms
Test Results
  StormWeatherTesting
    updateWeatherRegionTest()
      67 ms
      "C:\Program Files\Java\jdk1.8.0_191\bin\java.exe" ...
      error: actor size not set
      Process finished with exit code 0
```

2.08

ifUpdateTest
()

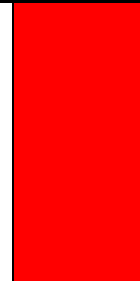
Weather State
changes,
between
storming and
normal

Weather
state may not
always
update



Since it uses a random
method there is always
the chance the weather
will not change,
especially since
between only two
values.

This isn't exactly
an issue, however
it just means that
testing will not
always provide
accurate results



Benjamin
Hassell

```
Tests failed: 1 of 1 test - 55 ms
Test Results
  StormWeatherTesting
    ifUpdateTest()
      55 ms
      "C:\Program Files\Java\jdk1.8.0_191\bin\java.exe" ...
      error: actor size not set
      0
      normal
      100
      0
      normal
      100
      org.opentest4j.AssertionFailedError: Weather State ==> expected: not equal but was: <0>
      Expected :not equal
      Actual   :<0>
      <Click to see difference>
      <4 internal calls>
      at testing.StormWeatherTesting.ifUpdateTest(StormWeatherTesting.java:58) <19 internal calls>
      at java.util.ArrayList.forEach(ArrayList.java:1257) <9 internal calls>
      at java.util.ArrayList.forEach(ArrayList.java:1257) <21 internal calls>
      Process finished with exit code -1
```

```

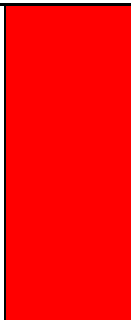
Tests passed: 1 of 1 test - 72 ms
Test Results
  ✓ StormWeatherTesting
    ✓ ifUpdateTest()
      72 ms
      0
      normal
      100
      1
      storming
      99
      Process finished with exit code 0
  
```

2.09

MinigameWinTest()

Test that the minigame produces functioning results

Failed to alter values correctly



The test needed to run a version of minigame() where it was called within while true, otherwise we wouldn't even get a winner and hence could not test that it worked.

I changed it to a version that was within while true. This had to be done to test the geese position was updated correctly and continuously



Benjamin Hassell

```

n: MinigameTest.MinigameWinTest x
Tests passed: 1 of 1 test - 73 ms
Test Results
  ✓ MinigameTest
    ✓ MinigameWinTest()
      73 ms
      73 ms
      100
      300
      Process finished with exit code 0
  
```