

## Fortress Test results

FortressTest (com.mozarellabytes.kroy.Entities)	506 ms
attackTruckFromWalmgateFortressBeforeRangeBoundaryTest	411 ms
differentFireRateTest	0 ms
attackTruckFromWalmgateFortressDamageTest	79 ms
differentMaxHPTest	0 ms
attackTruckFromWalmgateFortressAfterRangeBoundaryTest	0 ms
differentRangeTest	16 ms
attackTruckFromCliffordFortressDamageTest	0 ms
attackTruckFromRevolutionFortressAfterRangeBoundaryTest	0 ms
differentAPTest	0 ms
attackTruckFromCliffordFortressBeforeRangeBoundaryTest	0 ms
attackTruckFromWalmgateFortressOnRangeBoundaryTest	0 ms
attackTruckFromCliffordFortressOnRangeBoundaryTest	0 ms
attackTruckFromRevolutionFortressOnRangeBoundaryTest	0 ms
attackTruckFromRevolutionFortressDamageTest	0 ms
attackTruckFromRevolutionFortressBeforeRangeBoundaryTest	0 ms
attackTruckFromCliffordFortressAfterRangeBoundaryTest	0 ms

## Fortress Line and Method coverage

Fortress	100% (1/1)	66% (10/15)	71% (30/42)
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## BlasterParticle Test results

BlasterParticleTest (com.mozarellabytes.kroy.Entities)	438 ms
isHit	438 ms

## BlasterParticle Line and Method coverage

BlasterParticle	100% (1/1)	58% (7/12)	76% (19/25)
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## Dancer Test results

DancerTest (com.mozarellabytes.kroy.Minigame)	
testState	
testCorrectHealth	
testDamage	

## Dancer Line and Method coverage

DanceMove	100% (1/1)	100% (2/2)	100% (7/7)
Dancer	100% (1/1)	50% (5/10)	33% (15/45)

## FireTruck Line and Method coverage

FireTruck	100% (1/1)	56% (21/37)	50% (99/198)
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## FireTruck Test results

✘ FireTruckTest (com.mozarellabytes.kroy.Entities)	658 ms
✔ oceanTruckShouldMove3TilesIn50FramesTest	470 ms
✔ oceanTruckShouldNotMove3TilesIn25FramesTest	0 ms
✔ damageFortressWithSpeedByDamageTest	157 ms
✔ differentSpeedTest	0 ms
✔ damageFortressWithOceanByDamageTest	0 ms
✔ truckShouldDecreaseHealthOfFortress	0 ms
✘ speedTruckShouldMove3TilesIn25FramesTest	16 ms
✔ differentMaxHPTest	0 ms
✔ differentRangeTest	0 ms
✔ differentAPTest	0 ms
✔ differentMaxVolumeTest	0 ms
✔ moveTest	0 ms
✘ checkTrucksRepairToDifferentLevels	15 ms
✔ checkDifferentRangeTest	0 ms
✘ checkTrucksFillToDifferentLevels	0 ms
✔ damageFortressWithSpeedByReserveTest	0 ms
✔ damageFortressWithOceanByReserveTest	0 ms
✔ truckShouldDecreaseReserveWhenAttackingFortress	0 ms

## FireStation Test results

✔ FireStationTest (com.mozarellabytes.kroy.Entities)	699 ms
✔ refillIncorrectPositionTest	583 ms
✔ trucksCannotOccupySameTileTest	80 ms
✔ repairAlreadyFullyRepairedTest	6 ms
✔ refillPassTest	5 ms
✔ repairPassTest	6 ms
✔ repairIncorrectPositionTest	6 ms
✔ trucksShouldNotMovePastEachOtherTest	8 ms
✔ refillAlreadyFullTest	5 ms

## FireStation Line and Method coverage

🔵 FireStation	100% (1/1)	42% (8/19)	73% (60/82)
🔵 FireTruck	100% (1/1)	56% (21/37)	50% (99/199)
🔵 FireTruckType	100% (1/1)	68% (11/16)	84% (28/33)