Eric Keep

CS 4561

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For my unit testing I used the resetAnimal function from my scrollgame.js file shown earlier, though I moved it into its file so I didn’t have to mess around with all the other functions present in scrollgame.js.

I used jasmine after being “inspired” from seeing one of the AEIOU teams talking about it.

(NOTE: Math.random() returns a decimal number from 0 (inclusive) up to and not including 1 (exclusive))

Basically, it tests that the function correctly computes the x, y components of the bitmap passed to it, so the x should be between the canvas width and the canvas width + 500, and the y should be between 0 and the canvas height.

The speed is based of difficulty, so jasmine tests to see if the speed falls between the two numbers that lie on the ends of the randomization of the Math.random() function (the two values will always have a difference of 4)

Due to the random nature of this function, it’s impossible to give 100% test coverage. All the test cases given have passed when I ran them.