Euchre

Week 7 Status Report

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1 User Scenario for Week 8

- The game will be internationalized, and will support all Spanish translations
- When one of the teams reaches 10 points, they will be declared the winner

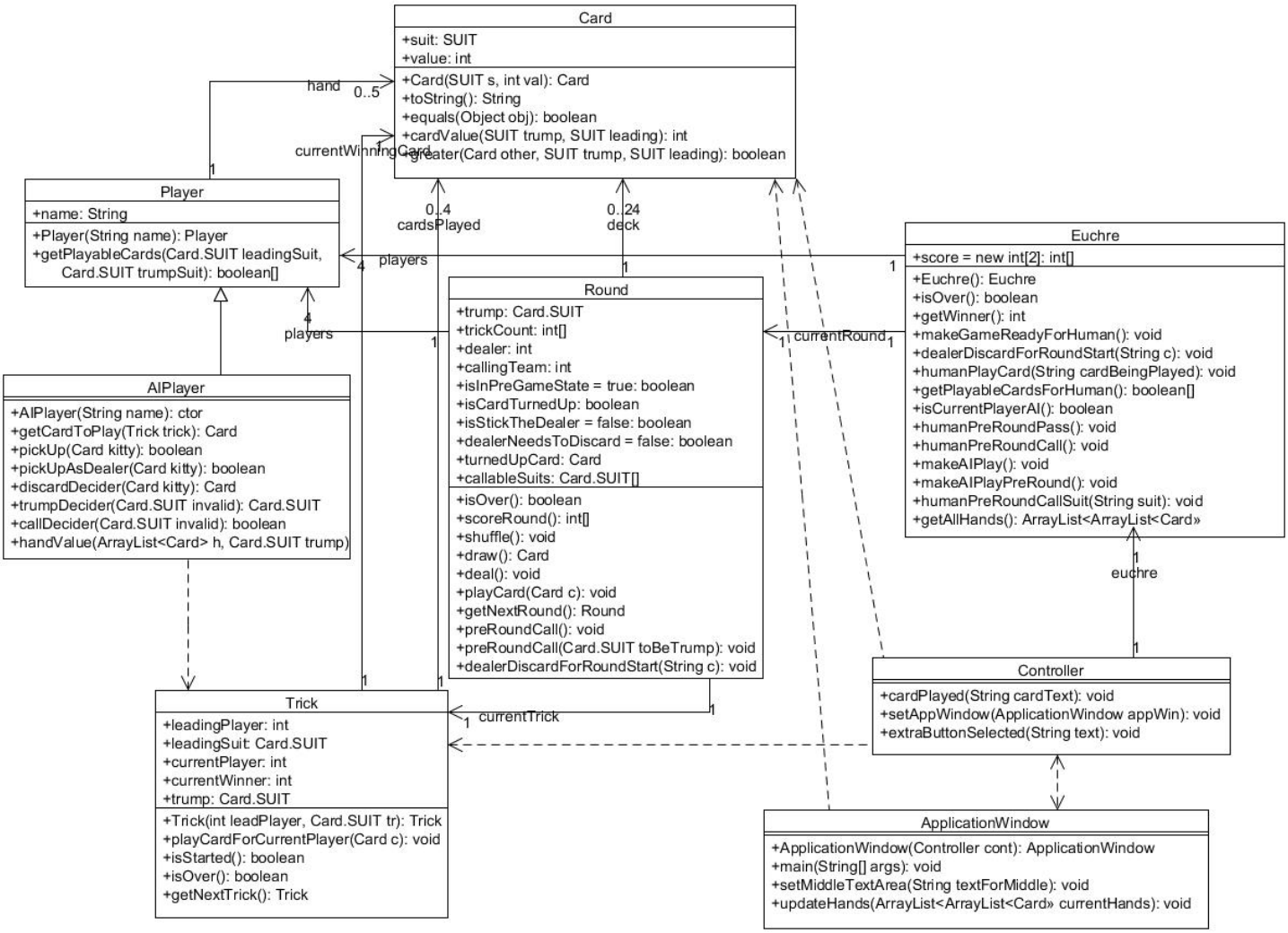
2 Draft Tests for Week 8 Scenario

- Automated test to test Card.ToString() when the different Locale's are set
- Exploratory tests to make sure everything in the GUI is translated
- Automated test to set a game's score to 10 and check isOver()
- Automated test to artificially end Rounds to make Euchre pull the score from them enough times that the Euchre game is over
- Automated test to artificially end Tricks to make Rounds end enough times that Euchre is over

3 Lines of Code

- Eric - 687 additions
- Logan - 404 additions
- Alex - 183 additions

4 Class Diagram



5 Code Coverage

Currently we are at 84% coverage having 7,380 tested instructions out of 8,786. If we exclude the testing classes, the window, controller and main we then have only 2,214 total instructions of which we are missing 359 instructions giving us an adjusted coverage of 83.8%.