

# Euchre

## *Week 7 Status Report*

Logan Hallowell  
Alex Memering  
Erik Sanders

# Table of Contents

[Table of Contents](#)

[1 User Scenario for Week 8](#)

[2 Draft Tests for Week 8 Scenario](#)

[3 Class Diagram](#)

[4 Code Coverage](#)

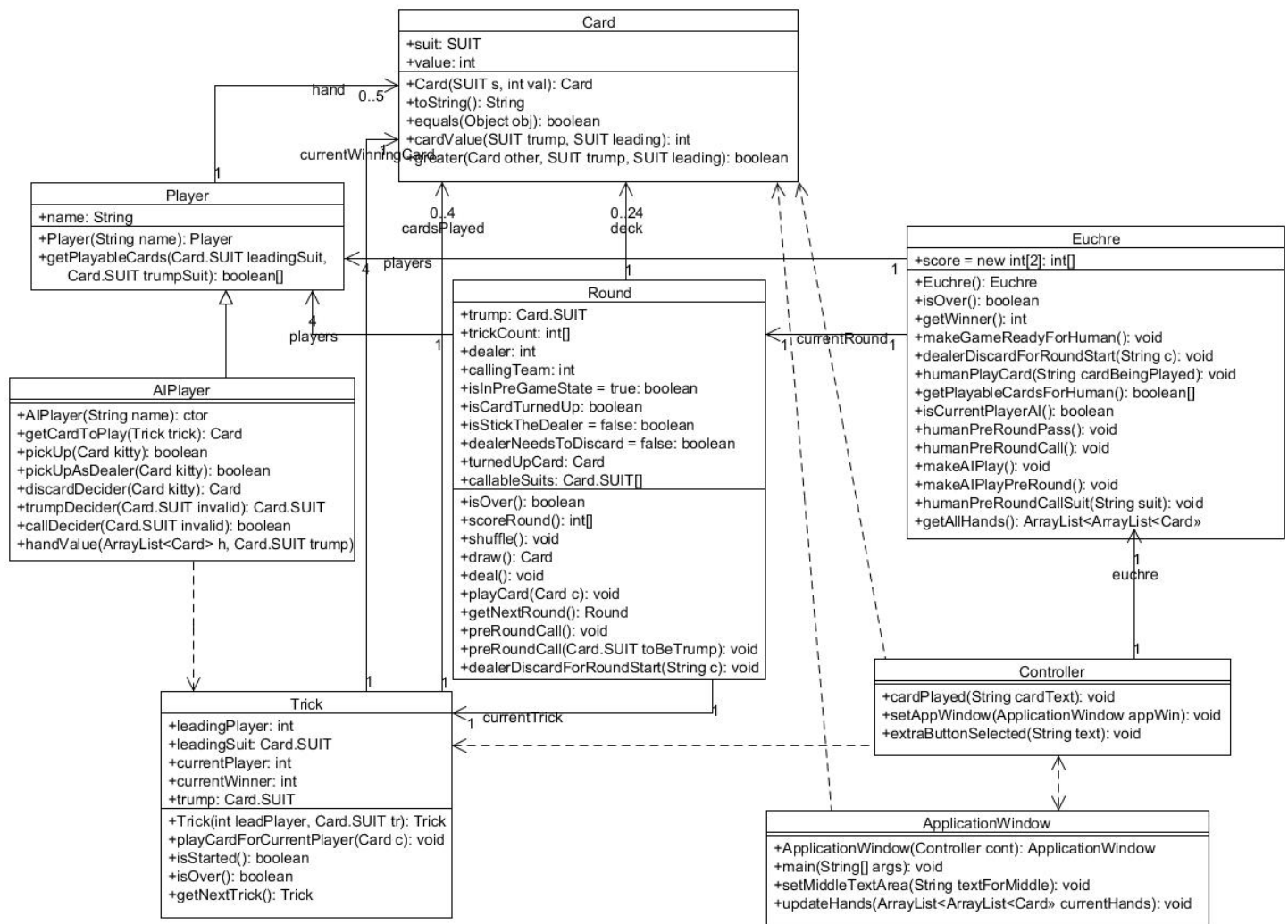
## **1 User Scenario for Week 8**

- 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 Class Diagram



### 4 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%.