Project Title: Mindustry

Github repository / resourceful links

https://github.com/Anuken/Mindustry/blob/master/tests/src/test/java/ApplicationTests.java

https://mindustrygame.github.io/docs/

Short Abstract

Mindustry is a gaming and video game development open-source sandbox resource strategy game written in the Java programming language. The objective of the game is to defend your base from enemies, build designs, and fight other players in multiplayer mode. There are 100+ packages and classes for world-building, graphics, UI, entities, other assets, and a backend. Open-source video games like Mindustry tend to contain a number of bugs as seen through the game's history. This makes it ideal for testing. As a rough plan, we would begin testing by identifying the basic blocks for different methods and making control flow diagrams (CFGs). We would then expand to achieve edge coverage and begin to generate test cases. Then, we would proceed to use JUnit to execute and implement the test cases against the open source project. Finally, we would generate branch coverage reports based on the results.

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