

Test report

I had a lot of problems with the tests at the beginning. Mostly because of the LWJGL natives, they caused an error when not loaded correctly and an instance of the Display class were instantiated. Later when that problem was solved, the JUnit tests could easily be written.

Another annoying problem I found myself in, was for the first the great amount of abstract classes and interfaces. These types of classes can't really be tested in a smart way with JUnit tests. So I had to focus on the public fields and methods in the child classes that inherited these abstract classes and interfaces.

All my tests that checks something with floats, have an accuracy of three (3) decimals. This is sufficient for all the movement and updating I do.