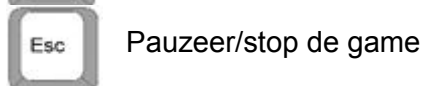This is a short document with some basic information about the game Bubble Trouble made by group 32 for the SEM project.

Controls

Vuur spugen

↑

Naar links vliegen ← ↓ → naar rechts vliegen

spacebar   ook vuur spugen

L   Open de logger

Esc   Pauzeer/stop de game

Testing

The focus of testing was on the complex classes. Most of the packages in the game are tested, but the screens are not fully tested. Here you have an overview of the tests:

Element	Coverage	Covered Instru...	Missed Instruct...	Total Instructio...
Coverage ⊠ Console				
∨ ⬚ SEMgroup32	■ 83,4 %	12.930	2.571	15.501
∨ ⬚ src/main/java	■ 75,3 %	7.408	2.431	9.839
> ⬚ game.screens	■ 64,0 %	2.224	1.252	3.476
> ⬚ game.collisions	▌ 46,6 %	217	249	466
> ⬚ game.bubble	▌ 79,6 %	889	228	1.117
> ⬚ game	■ 92,9 %	2.646	201	2.847
> ⬚ game.wall	▌ 73,6 %	391	140	531
> ⬚ game.observers	26,4 %	46	128	174
> ⬚ helperobjects	36,2 %	42	74	116
> ⬚ game.states	62,7 %	121	72	193
> ⬚ game.log	▌ 88,4 %	428	56	484
> ⬚ game.powerups	▌ 92,9 %	404	31	435
> ⬚ src/test/java	■ 97,5 %	5.522	140	5.662

The coverage of the tests is for the full game: 75.3%
But the classes in the game root have a coverage of 92.9%, because we think these classes are more important to tests. While the screen package with all the screen classes have a coverage of just 66.9%, because screens are mostly tested manually and less by junit.

Extra features that we implemented:

- Logger
- Leaderboard
- Surival mode
- Moving walls
- Level selector
- Animated dragon as player and other graphics