CSC439/539 Fury Fighter Project Phase 2

1. Requirements

- Modify your build script by adding a furyFighterCheckout target. This target should check out the latest version of the code from your repository. Change your "build" target to depend on furyFighterCheckout. You may also want to add a buildLocal target to bypass this if you are doing local development.

- Perform a Fagan Inspection on the LevelModel class. Fill out both Fagan Inspection forms found in Assignment 4. Here is a refresher of the log format:

  a. In the LOC column, please describe the location (the source file name, the method name, the line number) where the bug is.

  b. Please fill in the Severity, Class, and Type columns

  c. In the Description column, you need to mention the following:

     i. Please identify the symptom of the bug and under what conditions the bug is detected.

     ii. Please describe your bug fix.

     iii. Please describe how you test the bug fix.

  d. Please fill in the By column.

- Write JUnit tests for the project, and place them in a directory called "test" in your repository. All all methods should be tested, with these exceptions:

a. Any method that only modifies private, internal data, with no side effects.

b. Methods in TitleView, SplashView, PlayerView, MySound, main, LevelView, GUI, GameOverView, EnemyView. Many of these require mock objects to properly test.

- Some methods are very difficult to test because of their length and complexity, especially LevelModel.update() and PlayerModel.update(). Split these (and any others) into smaller methods, and then write unit tests for those methods.
- Update your build.xml file again to compile the tests, run the tests, and generate reports (compileTests, runTests, and testReports, respectively).
- Begin fixing bugs on the program and get it into a working state. By the end of this phase, the game should be somewhat playable. This step is a lot easier if the Fagan Inspection and unit testing are taken seriously.
- Make sure your code is distributable; meaning that I (or anyone else) should be able to pull it down and compile, run, and test the software with ease.

2. Deliverables

- Meeting minutes and agendas. There should be 2-3 meetings during this period.
- The URL of your repository (which I should already have, but it can't hurt to submit again)

- The Fagan inspection review forms(the issue logging form and the inspection meeting form)
- Updated Microsoft Project Schedule file

3. Grading

Please submit the above deliverables to Blackboard.

Grading will be based on the following criteria:

How thorough was the Fagan Inspection?

Are the unit tests present for each method, and how well do they test those methods?

To what extent was the refactoring of long/complex methods?

Is the build file easy to use and well documented? Is the code distributable?

Does the build file have the required targets?

How much effort was made on the meeting agendas, minutes, and MS Project file?

NOTE: These requirements and deliverables are subject to change.