

Testing explanation

In this file there will be a description of the classes in our project that are not (fully) tested and why.

ContextApp

The only things tested in this module are the client parts. The reason the other classes were not tested is because the mobile app processes nearly no logic itself. Everything needed for damage calculation, spawning of random events and immobilization is done server side. The server sends the information to the android devices. The mobile app also sends messages about attacking and steering back to the server, but anything connection related is pretty much impossible to test. So in general the mobile's app main job is to display the correct things, that's why we didn't test it.

ContextDesktop

The EnemySpawner class will not be tested, since there is a lot of randomization in this class. We are aware that the Random class can be mocked to test these cases, but we think that the ratio between time it takes to do this and the coverage we gain from this is not high enough to do this. We tested this class via the play tests we did.

ContextMessages

Everything is fully tested in this module.