

# Surefire Report

## Summary

[Summary] [Package List] [Test Cases]

Tests	Errors	Failures	Skipped	Success Rate	Time
30	0	0	0	100%	1.007 s

Note: failures are anticipated and checked for with assertions while errors are unanticipated.

## Package List

[Summary] [Package List] [Test Cases]

Package	Tests	Errors	Failures	Skipped	Success Rate	Time
hospital	30	0	0	0	100%	1.007 s

Note: package statistics are not computed recursively, they only sum up all of its testsuites numbers.

## hospital

-	Class	Tests	Errors	Failures	Skipped	Success Rate	Time
🔥	CharacterTest\$Constructor	2	0	0	0	100%	0.028 s
🔥	CharacterTest	1	0	0	0	100%	0.025 s
🔥	CharacterTest\$Damage	3	0	0	0	100%	0.014 s
🔥	CharacterTest\$SetHp	4	0	0	0	100%	0.018 s
🔥	CharacterTest	0	0	0	0	0%	0.132 s
🔥	EnemyTest\$Jackson	2	0	0	0	100%	0.148 s
🔥	EnemyTest	1	0	0	0	100%	0.001 s
🔥	EnemyTest	0	0	0	0	0%	0.372 s
🔥	InventoryTest	4	0	0	0	100%	0.042 s
🔥	ItemEquippableTest	4	0	0	0	100%	0.022 s
🔥	ItemTest	1	0	0	0	100%	0.007 s

☀	MapTest	1	0	0	0	100%	0.016 s
☀	PlayerTest\$Heal	3	0	0	0	100%	0.007 s
☀	PlayerTest	2	0	0	0	100%	0.065 s
☀	PlayerTest\$Jackson	2	0	0	0	100%	0.016 s
☀	PlayerTest	0	0	0	0	0%	0.094 s

# Test Cases

[Summary] [Package List] [Test Cases]

## CharacterTest\$Constructor

☀	testParam	0.007 s
☀	testDefault	0.003 s

## CharacterTest

☀	testAttack	0.025 s
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## CharacterTest\$Damage

☀	damagePositiveInput	0.002 s
☀	testGameOver	0.003 s
☀	damageNegativeInput	0.002 s

## CharacterTest\$SetHp

☀	testNormalCurr	0.003 s
☀	testAbnormalMax	0.004 s
☀	testMaxCurr	0.002 s
☀	testNormalMax	0.002 s




## EnemyTest\$Jackson

☀	testSerialization	0.101 s
☀	testDeserialization	0.045 s




## EnemyTest

	constructor	0.001 s
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## InventoryTest

	testSerialization	0.021 s
	testAddRemove	0.001 s
	testDeserialization	0.012 s
	testSearch	0.002 s

## ItemEquippableTest

	tesGetMedicine	0.002 s
	testDes	0.003 s
	testSer	0.009 s
	testConstructors	0.004 s

## ItemTest

	testConstructor	0.003 s
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## MapTest

	testDeserialization	0.014 s
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## PlayerTest\$Heal

	testGreatHeal	0.002 s
	testHeal	0.001 s
	testHealNegative	0.001 s

## PlayerTest

	constructor	0.061 s
	testEquip	0.004 s

# PlayerTest\$Jackson

	testSerialization	0.007 s
	testDeserialization	0.006 s

