Test controller

Controller is the central part of Model-view-controller, as such we should have confidence of their behaviors as what we intended for our program. Testing the controller can provide us with this confidence and help us to discover the errors before they reach production. And our tests will be more focusing on controller’s responsibilities because we want our controller to be minimal so it is important avoiding to have the controller have unnecessary responsibilities. Test the controller will be simply testing how the controller behaves based on valid or invalid inputs, test controller responses based on the result of the business operation it performs.

Test views

In the Model-View-Controller, the view encapsulates the presentation details of the user’s interaction with the program by taking in input and sending that information to the controller. We focus on testing two parts: testing teamSelectionPanel and GamePanel. We need to test teamSelectionPanel because it interacts with the robot librarian, without having it tested the game will not be operated properly. The functionality will be tested in the Controller interface; however, we still need to check the proper information displayed in the GUI.