Table of Contents

This document contains descriptions and reasons for the tests implemented in our code base so far. The tests test the code we have written that we intend to present for this iteration.

The test code classes this document will cover are:

1. TestBoard.java
2. TestGame.java
3. TestTile.java
4. TestToken.java

TestBoard.java

* testConstructor()
  + This method is designed to test that the constructor properly instantiates a new object and all accessible class variables.
* testGetToken()
  + This method tests that, given some board with some token on some tile, when we call getToken() with the proper variables we can receive the indicated token.
* testGetTile()
  + Tests in the same way testGetToken() does, but for a tile instead of a token.
* testResetBoard()
  + This method tests that the board was reset. In doing so, it also tests that we are capable of correctly flipping tokens and removing tokens from play (and then ultimately undoing such things).

TestGame.java

* testMethodName()
  + Description of test method.

TestTile.java

* testMethodName()
  + Description of test method.

TestToken.java

* testMethodName()
  + Description of test method.