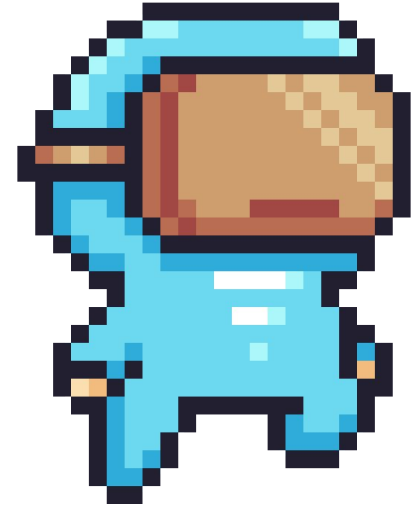
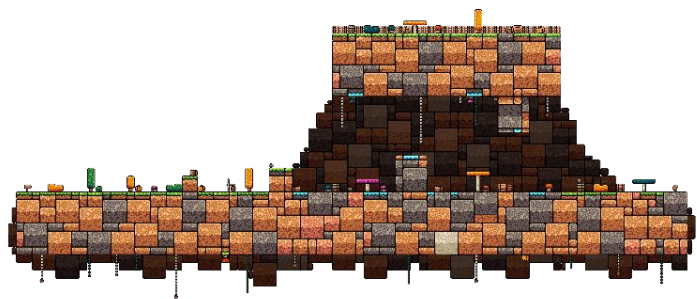


# Gravity Switch



██████████, ██████████, Philipp Wrobel



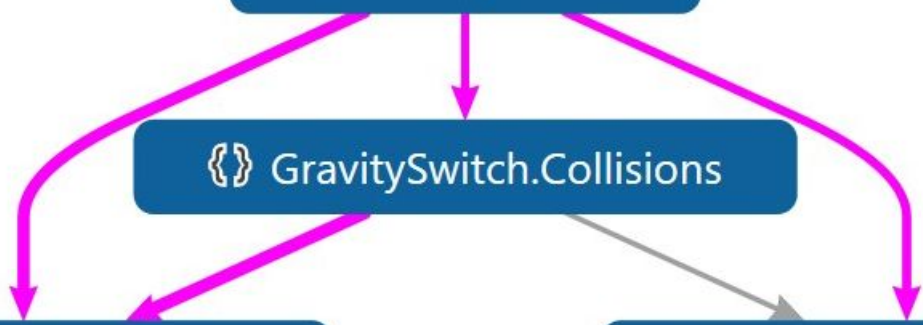
 GravitySwitch.dll

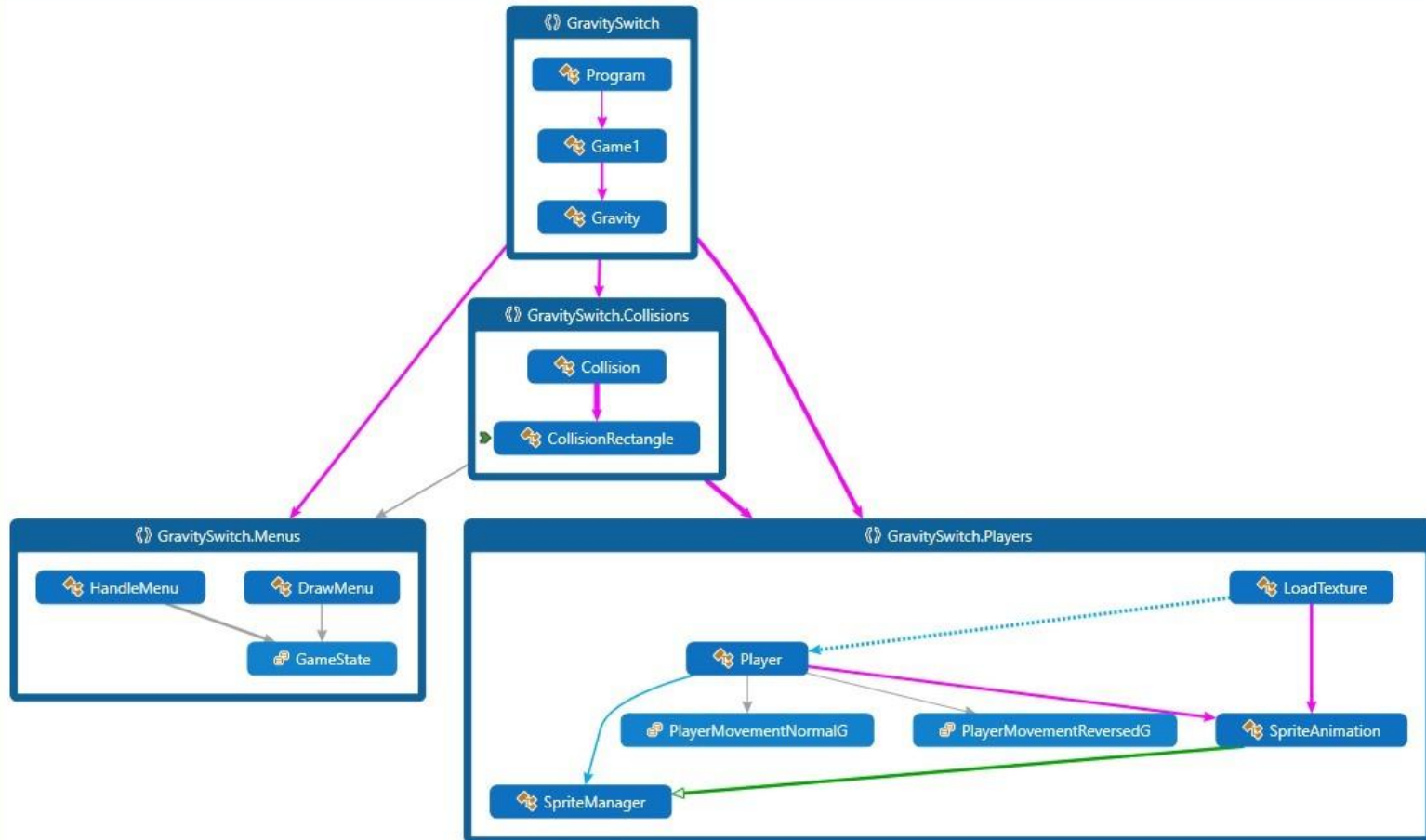
 GravitySwitch

 GravitySwitch.Collisions

 GravitySwitch.Players

 GravitySwitch.Menus





Gute Metrik



Schlechte Metrik

Hierarchy	Maintainability Index	Cyclomatic Complexity	Depth of Inheritance	Class Coupling	Lines of Source code ▲	Lines of Executable code
▸ ■■ UnitTest (Debug)	■ 80	19	1	13	244	108
▸ ■■ GravitySwitch (Debug)	■ 77	165	2	46	1.149	367
▸ {} GravitySwitch.Menus	■ 82	28	1	12	200	61
▸ 🎮 GameState	■ 100	1	1	0	8	0
▸ 🎮 HandleMenu	■ 77	13	1	4	65	20
▸ 🎮 DrawMenu	■ 70	14	1	9	118	41
▸ {} GravitySwitch	■ 75	37	2	35	271	83
▸ 🎮 Program	■ 87	1	1	2	11	2
▸ 🎮 Game1	■ 69	17	2	31	110	38
▸ 🎮 Gravity	■ 69	19	1	8	135	43
▸ {} GravitySwitch.Players	■ 80	49	2	19	302	100
▸ 🎮 PlayerMovementNormalG	■ 100	1	1	0	4	0
▸ 🎮 PlayerMovementReversedG	■ 100	1	1	0	4	0
▸ 🎮 SpriteManager	■ 80	3	1	7	29	8
▸ 🎮 SpriteAnimation	■ 81	7	2	4	34	11
▸ 🎮 LoadTexture	■ 50	1	1	4	45	21
▸ 🎮 Player	■ 71	36	1	10	170	60
▸ {} GravitySwitch.Collisions	■ 68	51	1	7	376	123
▸ 🎮 CollisionRectangle	■ 79	16	1	3	149	47
▸ 🎮 Collision	■ 58	35	1	7	220	76

> 60

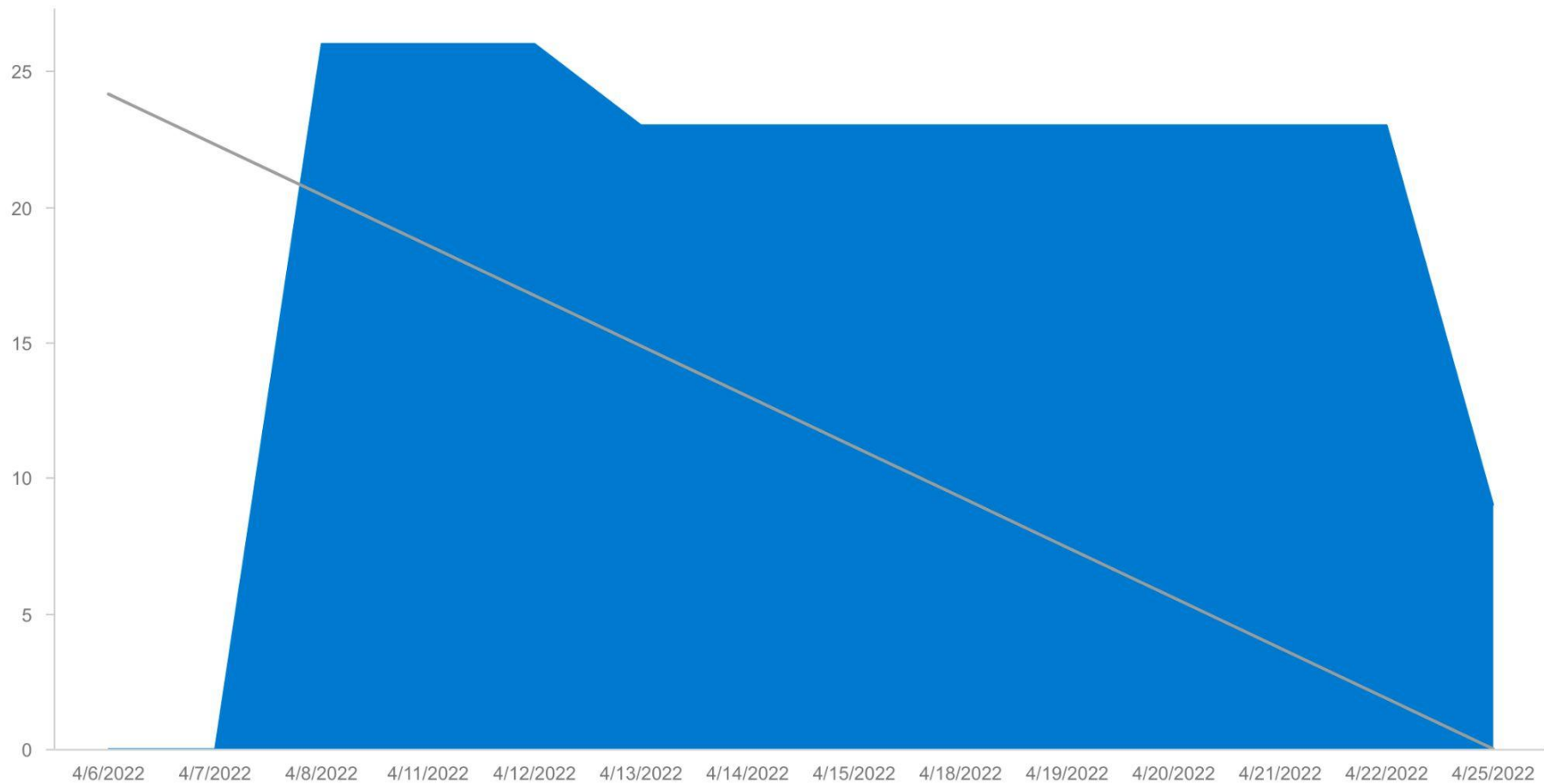
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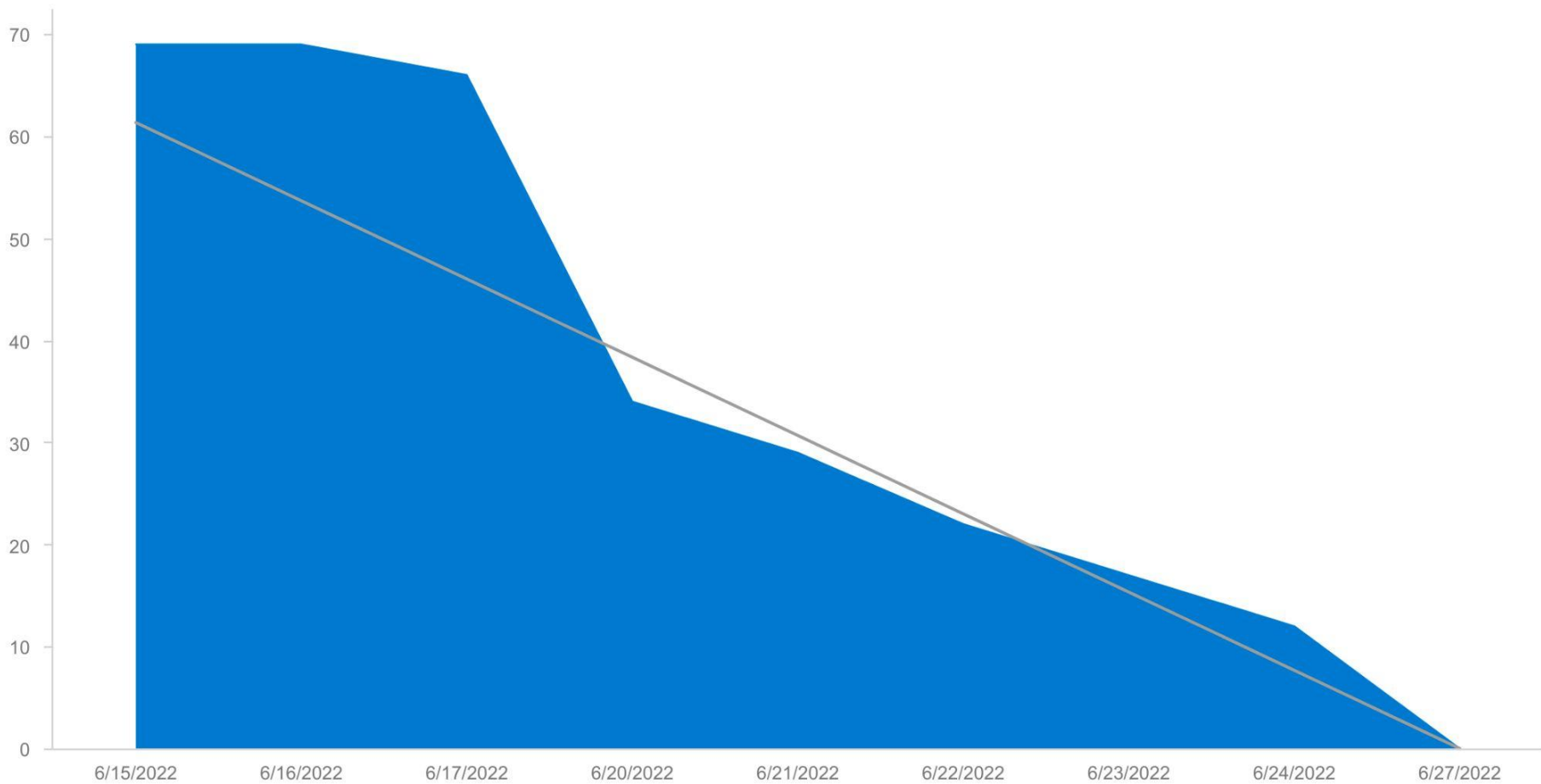
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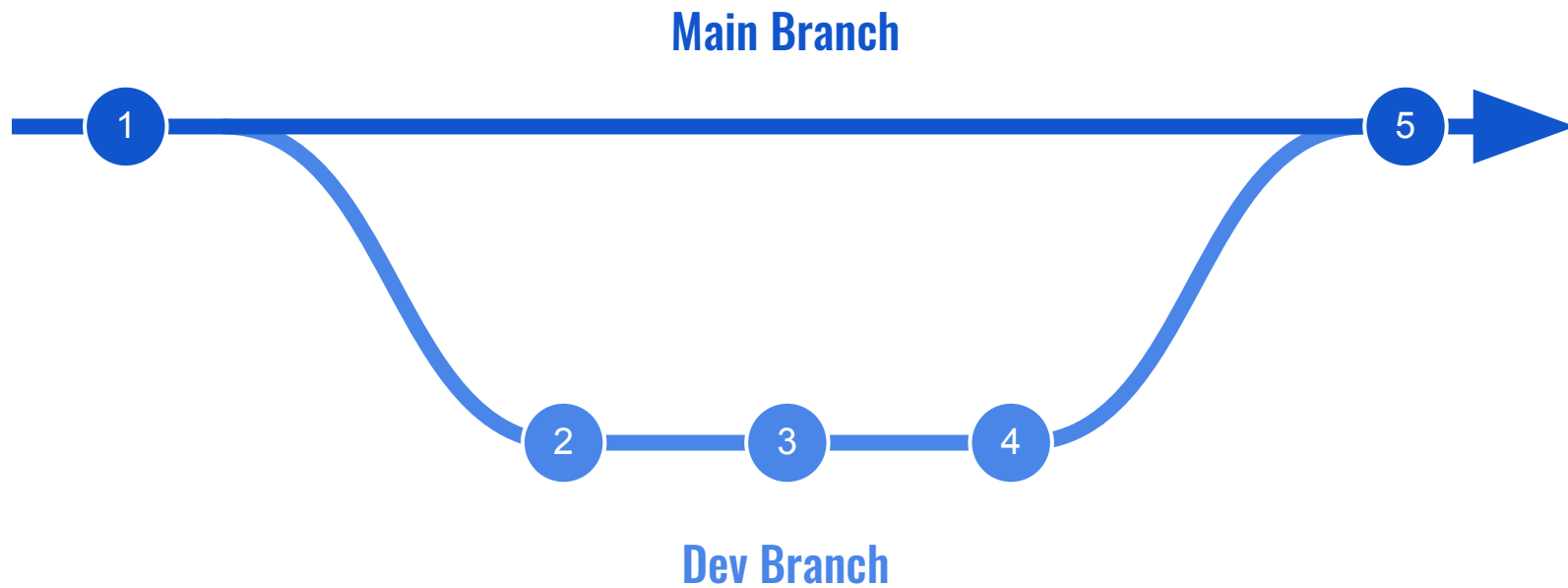
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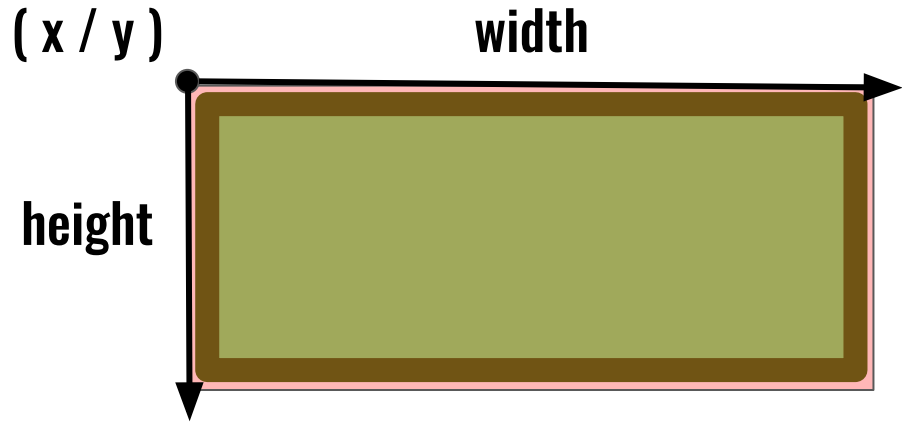
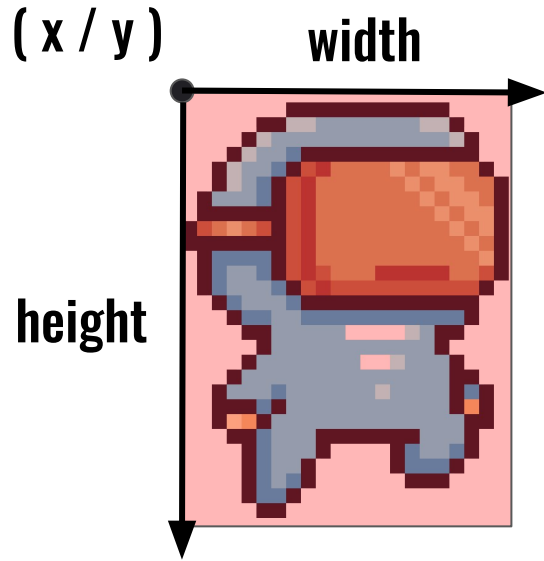


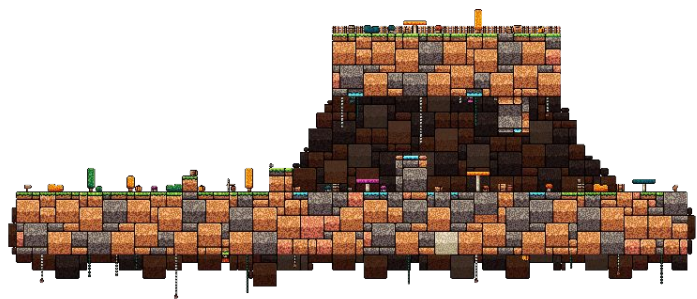




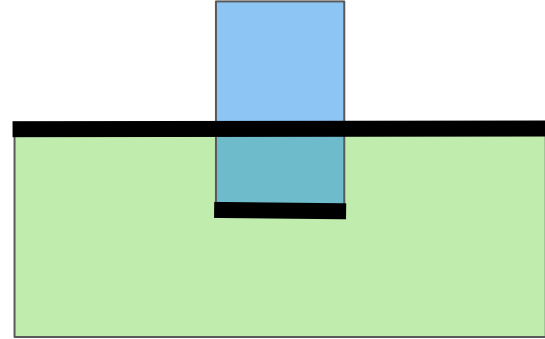
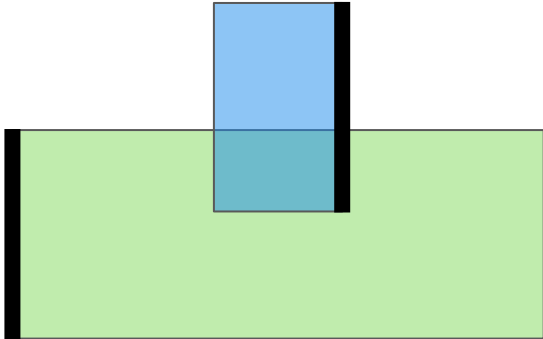
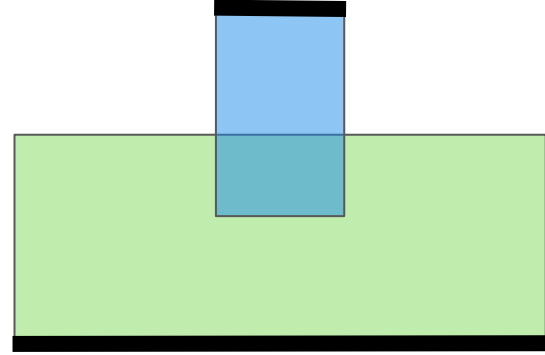
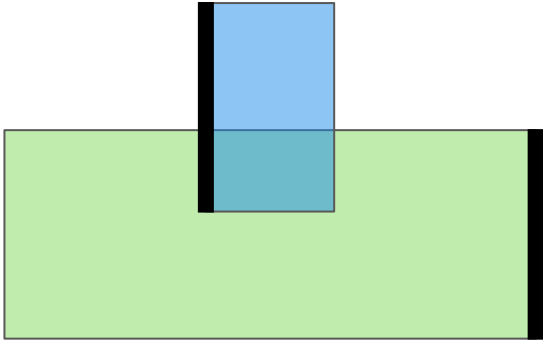


# CollisionRectangle

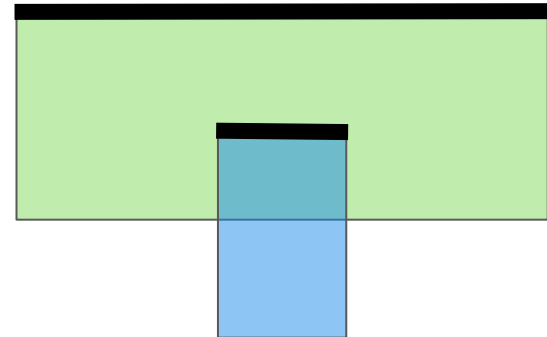
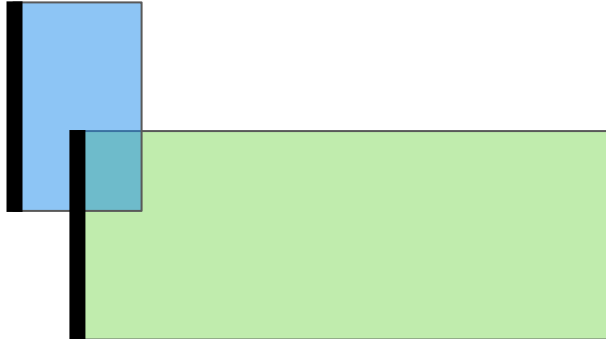
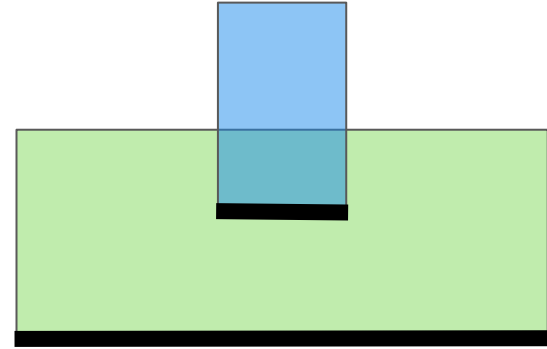




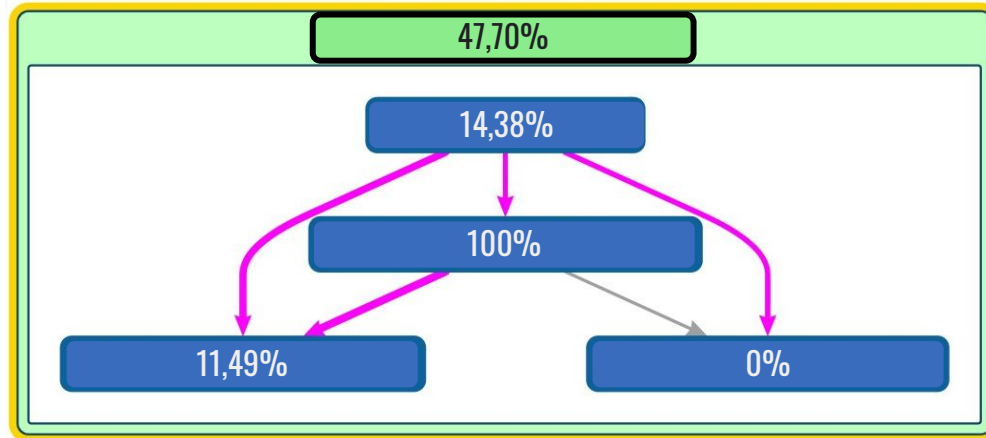
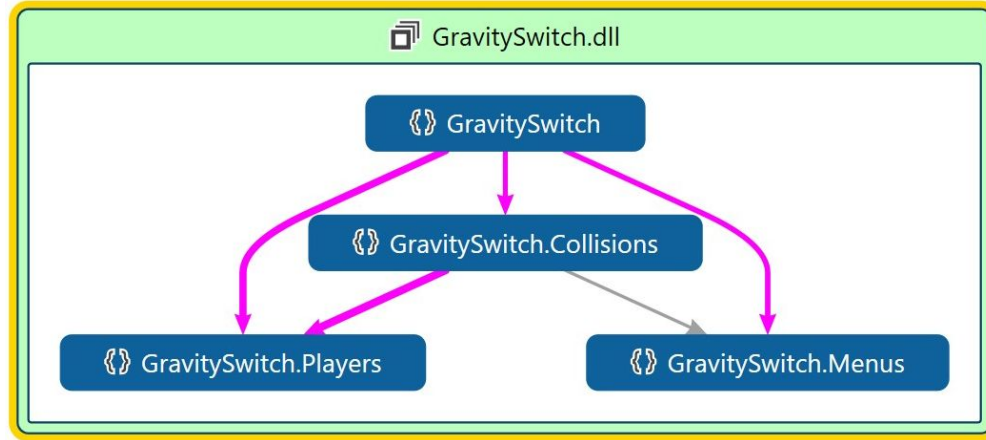
# Allgemeine Kollision



# Mit welcher Seite wurde Kollidiert?



Code Coverage Results					
User_DESKTOP-FOASM6G 2022-06-27 14_41					
Hierarchy	Not Covered (Blocks)	Not Covered (% Blocks)	Covered (Blocks)	Covered (% Blocks)	
User_DESKTOP-FOASM6G 2022-0...	364	52,30 %	332	47,70 %	
gravityswitch.dll	364	52,30 %	332	47,70 %	
GravitySwitch	131	85,62 %	22	14,38 %	
Game1	85	100,00 %	0	0,00 %	
Gravity	41	65,08 %	22	34,92 %	
Program	5	100,00 %	0	0,00 %	
GravitySwitch.Collisions	0	0,00 %	293	100,00 %	
Collision	0	0,00 %	204	100,00 %	
CheckForNormal...	0	0,00 %	63	100,00 %	
CheckForOutOfBo...	0	0,00 %	16	100,00 %	
CheckForReversed...	0	0,00 %	63	100,00 %	
Collision()	0	0,00 %	2	100,00 %	
PlayerCollided(Gr...	0	0,00 %	28	100,00 %	
SetLocalPlayersO...	0	0,00 %	1	100,00 %	
UpdateCollision(G...	0	0,00 %	10	100,00 %	
UpdatePlayerHitb...	0	0,00 %	21	100,00 %	
CollisionRectangle	0	0,00 %	89	100,00 %	
CollisionRectangle()	0	0,00 %	3	100,00 %	
CollisionRectangl...	0	0,00 %	3	100,00 %	
InitializeAllCollisio...	0	0,00 %	57	100,00 %	
SetPlayerCollider[...	0	0,00 %	1	100,00 %	
SetRecX(float)	0	0,00 %	1	100,00 %	
SetRecY(float)	0	0,00 %	1	100,00 %	
SetZielCollider(Gr...	0	0,00 %	1	100,00 %	
get_CollisionRecta...	0	0,00 %	2	100,00 %	
get_Height()	0	0,00 %	2	100,00 %	
get_PlayerCollider()	0	0,00 %	2	100,00 %	
get_PlayerHBXOff...	0	0,00 %	2	100,00 %	
get_PlayerHBXOff...	0	0,00 %	2	100,00 %	
get_PlayerHBYOff...	0	0,00 %	2	100,00 %	
get_PlayerHBYOff...	0	0,00 %	2	100,00 %	
get_Width()	0	0,00 %	2	100,00 %	
get_X()	0	0,00 %	2	100,00 %	
get_Y()	0	0,00 %	2	100,00 %	
get_ZielCollider()	0	0,00 %	2	100,00 %	
GravitySwitch.Menus	102	100,00 %	0	0,00 %	
DrawMenu	78	100,00 %	0	0,00 %	
HandleMenu	24	100,00 %	0	0,00 %	
GravitySwitch.Players	131	88,51 %	17	11,49 %	
LoadTexture	21	100,00 %	0	0,00 %	
Player	83	83,00 %	17	17,00 %	
SpriteAnimation	14	100,00 %	0	0,00 %	
SpriteManager	13	100,00 %	0	0,00 %	



```
public void TestPlayerCollisionTopNormalGravity()
{
    player.NormalGravity = true;
    player.IsPlayerOnFloor = false;
    player.PlayerJustJumped = true;
    collision.SetLocalPlayerIsOnFloor(true);
    player.SetGravity(true);
    player.SetXPlayerPosition(collisionRectangle.X + collisionRectangle.Width / 2);
    player.SetYPlayerPosition(collisionRectangle.Y);

    collision.UpdateCollision(player, collisionRectangle);

    Assert.IsFalse(player.PlayerJustJumped);
    Assert.IsTrue(player.IsPlayerOnFloor);
    Assert.IsTrue(collisionRectangle.Y > player.PlayerPosition.Y);
}
```





