# Sprint Report: Milestone 2

## Nathanael Ostheller

* Added critical hit functionality in backend
* Updated GUI for allowing critical hits
* Updated damage functions to account for crits and autocrits
* Creature.addHealth Tests
* Creature.removeHealth Tests
* Creature.addBonusHealth Tests
* Creature.addCondition Test
* CreatureDao.advanceTurn Test
* CreatureDao.SaveCreatures Test
* CreatureDao.LoadCreatures Test

## Darin Hardie

* ConditionDaoImplTest
* Creature.removeCondition Tests
* Creature.decrementCondition Tests
* Creature.getName Tests
* Creature.getMaxHealth Tests
* Creature.getCurrentHealth Tests
* Creature.getInitative Tests
* Creature.getCurrentConditions Tests
* Creature.getAvailableConditions Tests

## Will Walker

* Updated condition objects
* Created condition durations
* Integrated new conditions into GUI
* Turn tracking implementation
* Creature grouping for turn tracking
* Advance Turn Button in GUI
* GUI rounds label
* Active turn borders
* Creature.getAvailableConditions Tests
* Fixed Creature.removeHealth Tests
* CreatureDao.createCreature Tests
* CreatureDao.deleteCreature Tests

# Discovered Bugs

1. Creature.removeHealth bypassed the Creature.getCurrentConditions function and used the one in the ConditionDao instead
   1. removeHealth\_with\_auto\_crits
   2. Fixed
2. CreatureDaoImpl had a section of untouched code in the advanceTurn function, added that code in for function optimization
   1. CreatureDao.advanceTurn
   2. Fixed

# Testing Plans

## System Testing

For system testing we hope to focus on black box testing, and test things from the GUI and a user perspective, as that is something that we were unable to really do during our unit testing in this section.

## Integration Testing

For integration testing we intend to do neighborhood integration testing and integrate items with the classes directly surrounding it. This will allow us to test the systems that will actually be interacting in groups without needing to limit to pairs or having large amounts added at the same time.

## Performance Testing

As stated in class, due to us not having a web application, and instead developing a GUI application we do not have a clear way to performance test. We do intend to run tests regarding filling the application with large number of creatures to test performance.