[TestLab]
Testing Component-based Software

February 7, 2022

Introduction: In this assignment, we apply unit, integration and GUI tests for the Asteroid game.

Objectives: The objective of this assignment is to get familiar with unit and GUI tests, provide sufficient information to get started with testing using JUnit for unit and user test in combination with a component framework.

Classwork:

- Read [JUnit Getting started]. If you have the need to stub or mock out dependencies to create your test then i can recommend [Mockito].

- Write a unit test for one of the components. For example, write a test for moving the player ship or a test for collision detection.