

# FREECOL

## New Test Cases

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#### SaveMapEditorGame Test Case

Since there was no existing test case for it, we created a test case checking that a map editor game could be saved. The test case sets up a new server game, test map, and client, and tries to save that map. It then checks to see if the map was successfully saved before deleting it.

You can view the pull request for this test case [here](#).

#### Disaster Test Case

FreeCol has the ability to test whether a disaster occurs in the game. There are a wide variety of disasters, however, there only exists two test cases: floods and tornadoes. We extended the test suite to include more disasters to ensure that they can occur: disease and sandstorm. Following their template pattern, we established that when creating a disaster that it is not null, the effects work, that the disaster has an id, and that the probability of the disaster occurring is greater than zero. The test cases ran with no issues and have been integrated within the existing DisasterTest class.

You can view the pull request for this test case [here](#).

#### Simple Move Test Case

In this test case, FreeCol tests the movement from one tile to the next. Upon further inspection of the code, the test was not actually testing this functionality, but rather tested if tile 2 was North East of tile 1, and then proceeded to move without actually testing if the movement part was successful or not. We added additional assertions to check if the

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automated simple movement is able to occur. The test case integrated with the rest of the test cases.

You can view the pull request for this test case [here](#).