**Report STV Iteration 1**Sjors Derksen (5939321)  
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Table of Contribution:

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| Sjors Derksen | Stijn Schroevers | Rick Goossens |
| 55% Fight() | Dungeon() | 45% Fight() |
| Pack() | Commands() | DistributePotions() |
| TestPlayer() | PopulateDungeon() |  |
|  |  |  |
| 25% Player Tests | Test Game & Dungeon | Test Node & Bridge |
| Test Pack & Items | Test Commands | 75% Player Tests |
|  |  | Distribute Potions Test |
| Effort% = 30% | Effort% = 40% | Effort% = 30% |

1. The general statistics of your implementation:

|  |  |
| --- | --- |
| N = total # classes | 17 (not counting Utils) |
| locs = total # lines of codes | 772 (still not counting Utils) |
| locsavg = average # lines of codes | 45.4f |
| Mavg = average # methods per class | 3.8f |
| Mmax = max # methods per class | 12 (Dungeon) |
| cabe = the total mcCabe complexity | 181 |
| cabeavg = average mcCabe complexity per class | 10.6f |

2. Statistics of your unit-testing eﬀort:

|  |  |
| --- | --- |
| N0 = number of classes targeted by your unit-tests | 16 (GameCreationException is neither used nor covered) |
| T = number of test cases | 63 |
| Tlocs = total # lines of codes of your unit-tests | 987 |
| Tlocsavg = average # unit-tests’ lines of codes per target class | 61.7f |
| E = total time spent on writing and executing | 51 hours (rough estimate, we didn’t keep track. Roughly 17 hours/person) |
| Eavg = average eﬀort per target class | 3.2f |
| bugs = total number of bugs ever found by testing | 20 (rough estimate) |

3. Overview of your unit-test strength.

|  |  |
| --- | --- |
| Test Class | Coverage% over implementation |
| MSTest\_Bridge | 100 |
| MSTest\_Commands | 100 |
| MSTest\_Dungeon | 97,86 |
| MSTest\_Game | 100 |
| MSTest\_Items | 100 |
| MSTest\_Node | 100 |
| MSTest\_Pack | 98,70 |
| MSTest\_Player | 97,54 |
| MSTest\_Predicates | 100 |

Average Coverage% = 98.74  
Failure to reach 100% coverage was caused in general by our use of rather specific test cases, which only cover a single path. This means that blocks that aren’t covered by one test case, will be covered by another. These will still be counted as missing coverage.  
Furthermore, some missing blocks consist of just the “}”s after Exception or break calls.