

Unit Test Results

Class: *Department*

ID	Test	Description	Result
1.1.1	<i>purchaseNoGoldTest</i>	Test that player cannot buy an upgrade if they cannot afford it	Pass
1.1.2	<i>purchaseDefenceTest</i>	Test that a department specialising in defence will only offer defence upgrades for the player's ship	Pass
1.1.3	<i>purchaseAttackTest</i>	Test that a department specialising in attack will only offer attack upgrades for the player's ship	Pass
1.1.4	<i>purchaseAccuracyTest</i>	Test that a department specialising in accuracy will only offer accuracy upgrades for the player's ship	Pass
1.2.1	<i>getUpgradeCostNoUpgradeTest</i>	Test that the player will not be charged if the department has no upgrade to offer currently	Pass
1.2.2	<i>getUpgradeCostDefenceTest</i>	Test that the correct cost is given for the defence upgrade	Pass
1.2.3	<i>getUpgradeCostAttackTest</i>	Test that the correct cost is given for the attack upgrade	Pass
1.2.4	<i>getUpgradeCostAccuracy</i>	Test that the correct cost is given for the accuracy upgrade	Pass

Class: *Player*

ID	Test	Description	Result
2.1.1	<i>payGoldNoGoldTest</i>	Test that a transaction is not carried out if the player has no gold	Pass
2.1.2	<i>payGoldFailedTest</i>	Test that a transaction is not carried out if the player cannot afford it and that negative value are not valid as the price for a transaction	Pass
2.1.3	<i>payGoldSuccessfulTest</i>	Test that transactions are carried out if the player can afford them and that their amount of gold is reduced accordingly	Pass
2.2	<i>useWoodsTest</i>	Test that the player loses 10 wood every time they repair their ship and make sure that they cannot heal if they don't have enough wood	Pass

Class: *Ship*

ID	Test	Description	Result
1.2.1	<i>healTest</i>	Test that the ship is repaired to the correct value passed and doesn't exceed the maximum health	Pass

Class: *Attack*

ID	Test	Description	Result
1.1	<i>doAttackTest</i>	Test that the method correctly determines the amount of damage to be applied	Pass

Class: *GrapeShot*

ID	Test	Description	Result
1.1	<i>doAttackTest</i>	Test that the overridden method (inherited from Attack) correctly determines the amount of damage to be applied	Pass

Class: *Ram*

ID	Test	Description	Result
1.1	<i>doAttackTest</i>	Test that the overridden method (inherited from Attack) correctly determines the amount of damage to be applied to both ships	Pass

Class: *SailingScreen*

ID	Test	Description	Result
1.1	<i>capitaliseFirstLetterTest</i>	Test that the method ensures that the first letter of the passed string is upper case	Pass