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Utility-DC
https://github.com/TheSeesaw/CS386-Utility-DC.git
Deliverable 6.1
CS386 Software Engineering
Spring Term, 4/20/2017
Professor Marco Gerosa

Instructions:
1. Make sure you have eclipse for java with Junit support.
2. Import the test archive.
3. Run the tests.
4. Repeat steps 2-3 for all test archives on the repo.

The test can be found on the Github link.

PreMadeMap tests.
Wasn't too sure how to test the map other than seeing if it can instantiate itself with different sizes and if it failed to create itself with a non rectangular size.
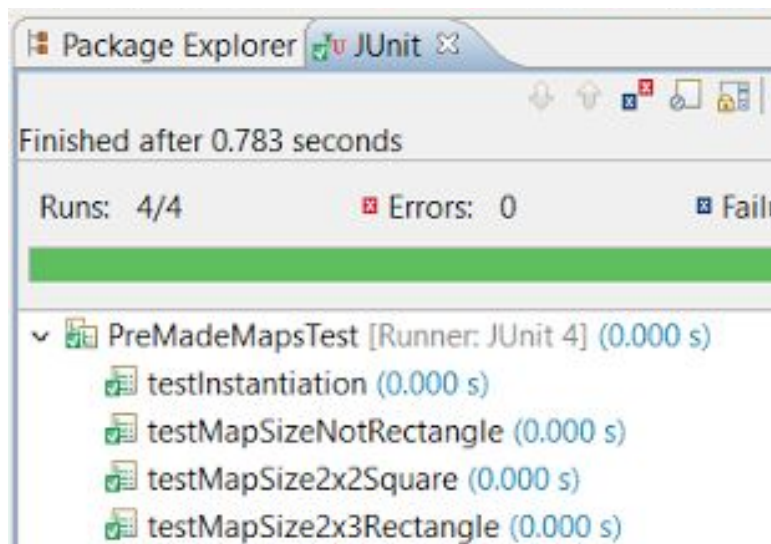

Character Creation Tests:

Since most of the code for the character creation part of the program is non-testable display code, I chose to test some of the functions that I had written to make sure that they were returning the correct values based on the values that were passed in.

The functions I tested include:

- Calculating the base saving throw values for an NPC class, derived from the class's saves key and the character level of the NPC.
- Calculating total saving throws derived from base saving throws and ability score modifiers. This function calls the calculateNPCClassBaseSaves function as well.

- Calculating the ability modifier. This function takes in the ability score (a number ranging from 3 to 18) and calculates a modifier associated with the score based on an algorithm in the game. The algorithm is roughly: score - 10 // 2, where // is integer division that always rounds down.
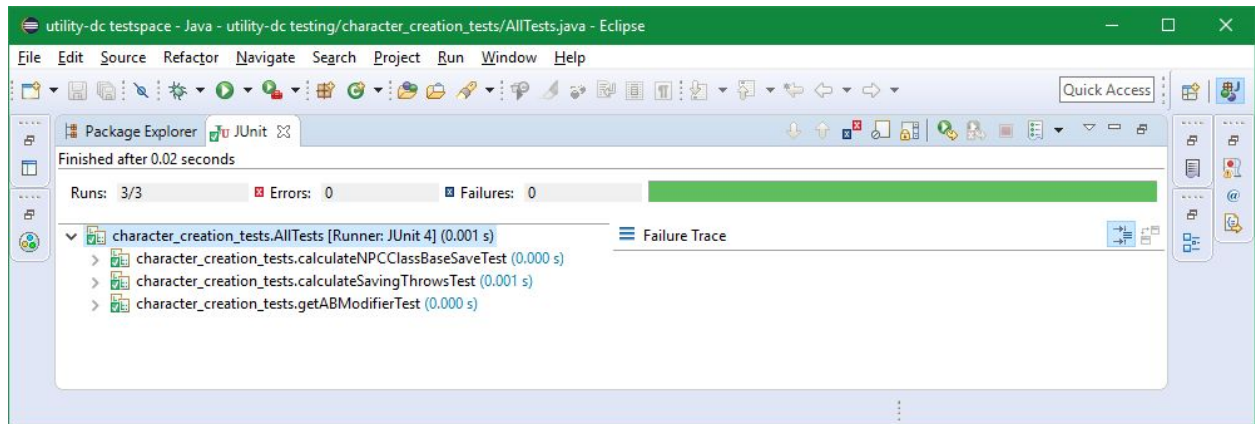
Group participation:

Charles Chatwin	Created the document, began collaboration with other members.
Michael Hartzell	
Kristoffer Schindele	Provided the instructions for running the test archive, created and ran tests for three different functions in the character creation part of the program.
Logan Brewer	Added JUnit test to github, PreMadeMapsTest.java