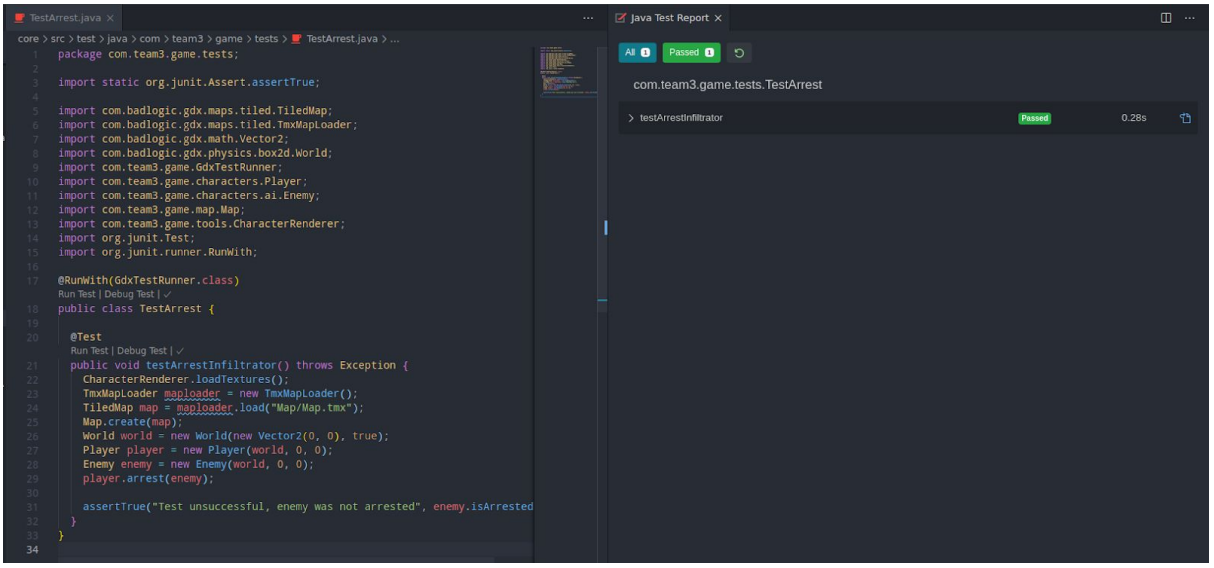
Testing Material

Evidence of testing for each test class:



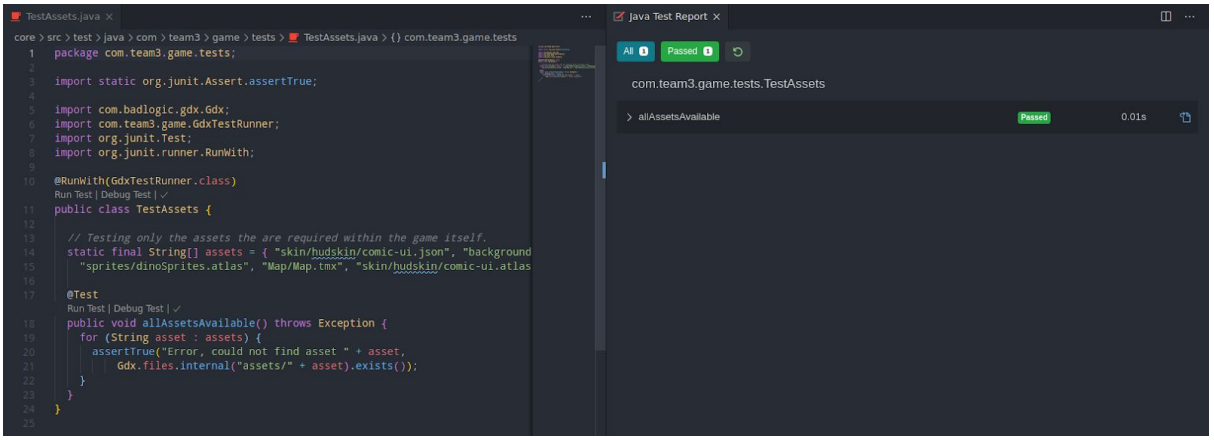
```java
package com.team3.game.tests;

import static org.junit.Assert.assertTrue;

import com.badlogic.gdx.maps.tiled.TiledMap;
import com.badlogic.gdx.maps.tiled.TmxMapLoader;
import com.badlogic.gdx.math.Vector2;
import com.badlogic.gdx.physics.box2d.World;
import com.team3.game.GdxTestRunner;
import com.team3.game.characters.Player;
import com.team3.game.characters.ai.Enemy;
import com.team3.game.map.Map;
import com.team3.game.tools.CharacterRenderer;
import org.junit.Test;
import org.junit.runner.RunWith;

@RunWith(GdxTestRunner.class)
Run Test | Debug Test |
public class TestArrest {

  @Test
  Run Test | Debug Test |
  public void testArrestInfiltrator() throws Exception {
    CharacterRenderer.loadTextures();
    TmxMapLoader maploader = new TmxMapLoader();
    TiledMap map = maploader.load("Map/Map.tmx");
    Map.create(map);
    World world = new World(new Vector2(0, 0), true);
    Player player = new Player(world, 0, 0);
    Enemy enemy = new Enemy(world, 0, 0);
    player.arrest(enemy);

    assertTrue("Test unsuccessful, enemy was not arrested", enemy.isArrested
  }
}
```

Java Test Report

All 1 Passed 1

com.team3.game.tests.TestArrest

testArrestInfiltrator Passed 0.28s



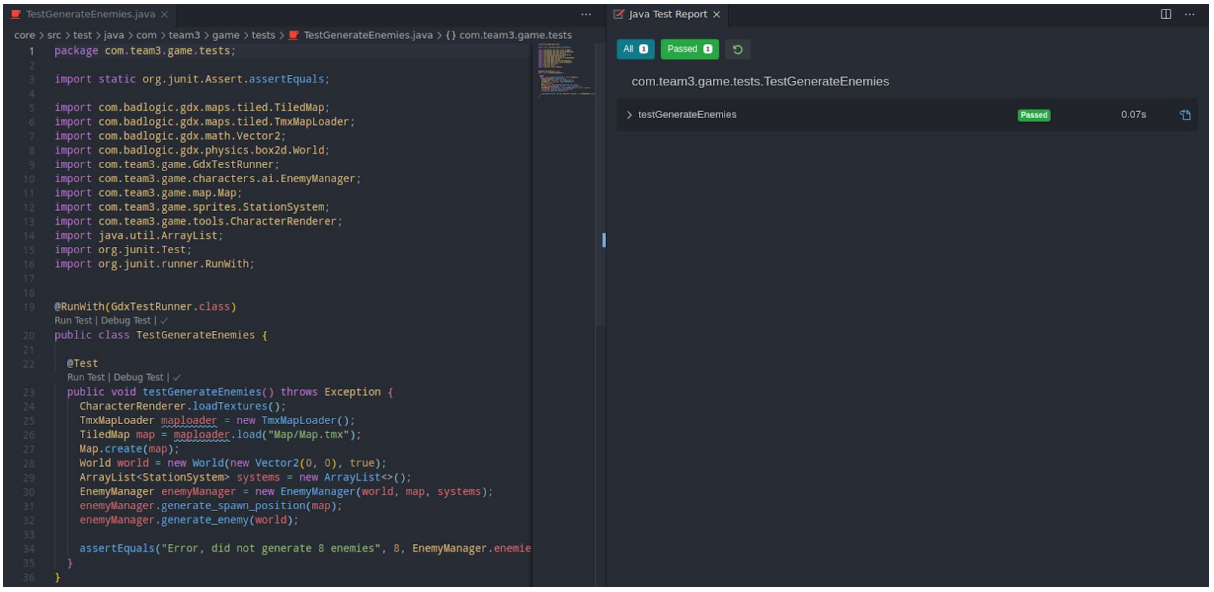
```java
package com.team3.game.tests;

import static org.junit.Assert.assertTrue;

import com.badlogic.gdx.Gdx;
import com.team3.game.GdxTestRunner;
import org.junit.Test;
import org.junit.runner.RunWith;

@RunWith(GdxTestRunner.class)
Run Test | Debug Test |
public class TestAssets {

  // Testing only the assets the are required within the game itself.
  static final String[] assets = { "skin/hudskin/comic-ui.json", "background
    "sprites/dinoSprites.atlas", "Map/Map.tmx", "skin/hudskin/comic-ui.atlas

  @Test
  Run Test | Debug Test |
  public void allAssetsAvailable() throws Exception {
    for (String asset : assets) {
      assertTrue("Error, could not find asset " + asset,
          Gdx.files.internal("assets/" + asset).exists());
    }
  }
}
```

Java Test Report

All 1 Passed 1

com.team3.game.tests.TestAssets

allAssetsAvailable Passed 0.01s



```java
package com.team3.game.tests;

import static org.junit.Assert.assertEquals;

import com.badlogic.gdx.maps.tiled.TiledMap;
import com.badlogic.gdx.maps.tiled.TmxMapLoader;
import com.badlogic.gdx.math.Vector2;
import com.badlogic.gdx.physics.box2d.World;
import com.team3.game.GdxTestRunner;
import com.team3.game.characters.ai.EnemyManager;
import com.team3.game.map.Map;
import com.team3.game.sprites.StationSystem;
import com.team3.game.tools.CharacterRenderer;
import java.util.ArrayList;
import org.junit.Test;
import org.junit.runner.RunWith;


@RunWith(GdxTestRunner.class)
Run Test | Debug Test |
public class TestGenerateEnemies {

  @Test
  Run Test | Debug Test |
  public void testGenerateEnemies() throws Exception {
    CharacterRenderer.loadTextures();
    TmxMapLoader maploader = new TmxMapLoader();
    TiledMap map = maploader.load("Map/Map.tmx");
    Map.create(map);
    World world = new World(new Vector2(0, 0), true);
    ArrayList<StationSystem> systems = new ArrayList<>();
    EnemyManager enemyManager = new EnemyManager(world, map, systems);
    enemyManager.generate_spawn_position(map);
    enemyManager.generate_enemy(world);

    assertEquals("Error, did not generate 8 enemies", 8, EnemyManager.enemie
  }
}
```

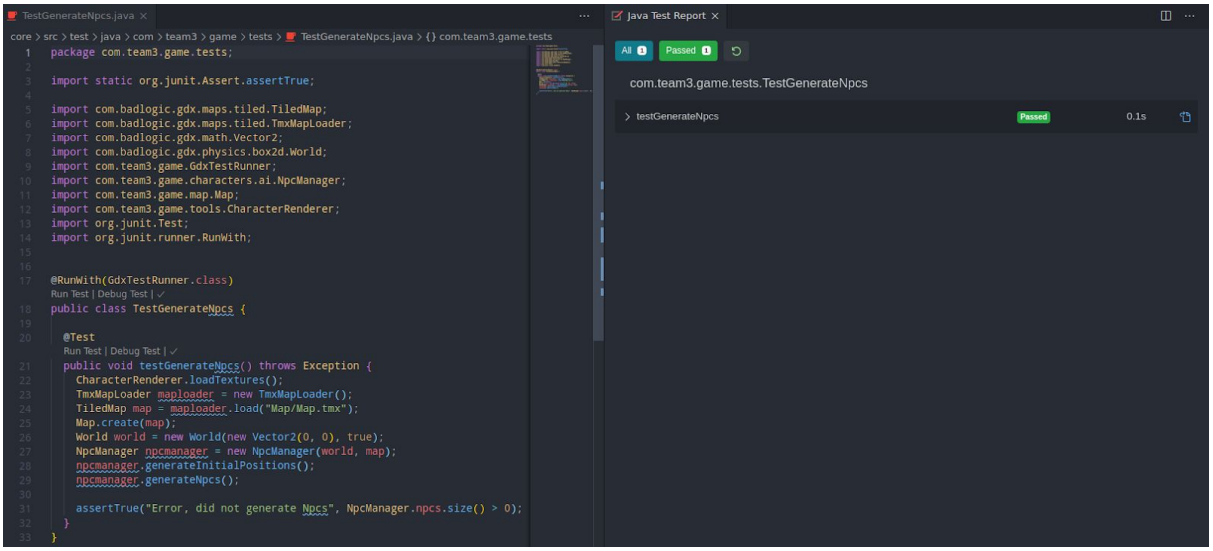
Java Test Report

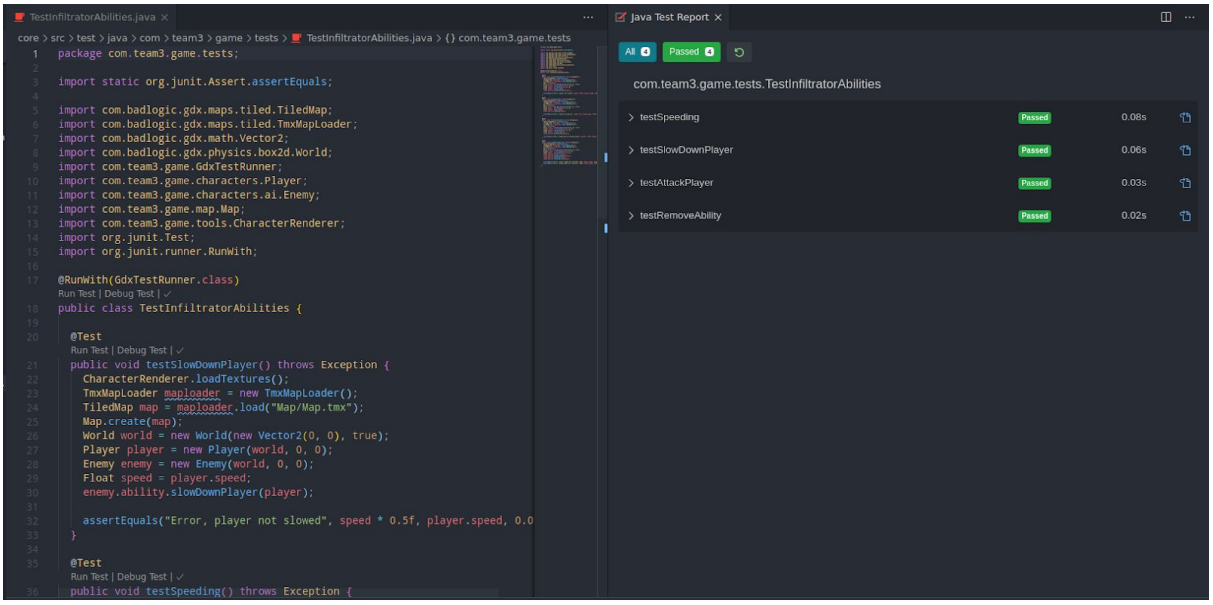
All 1 Passed 1

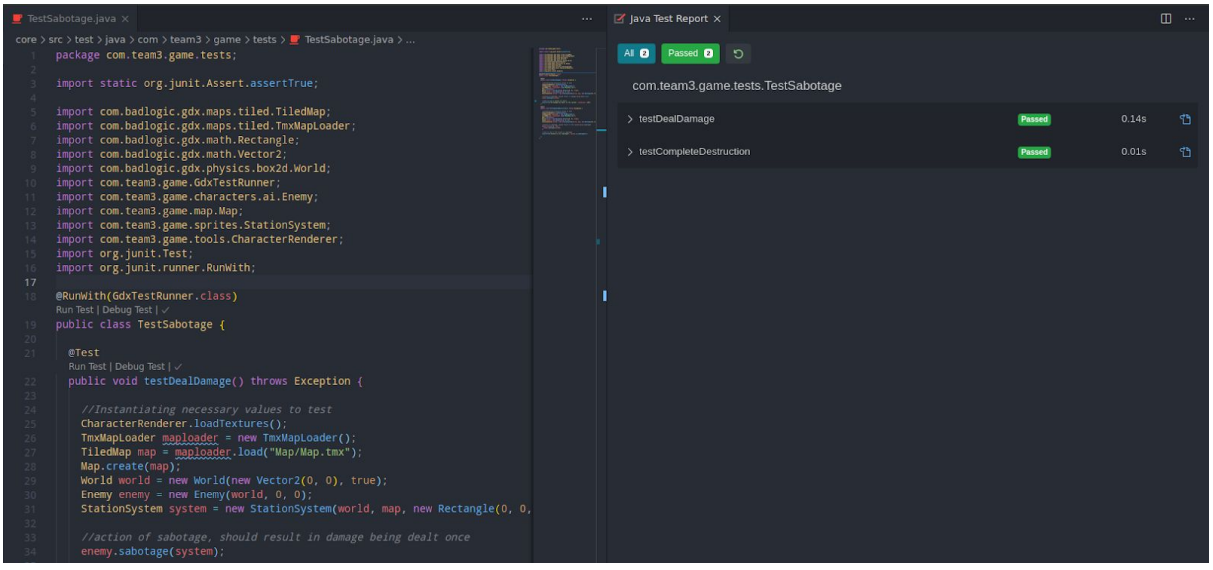
com.team3.game.tests.TestGenerateEnemies

testGenerateEnemies Passed 0.07s

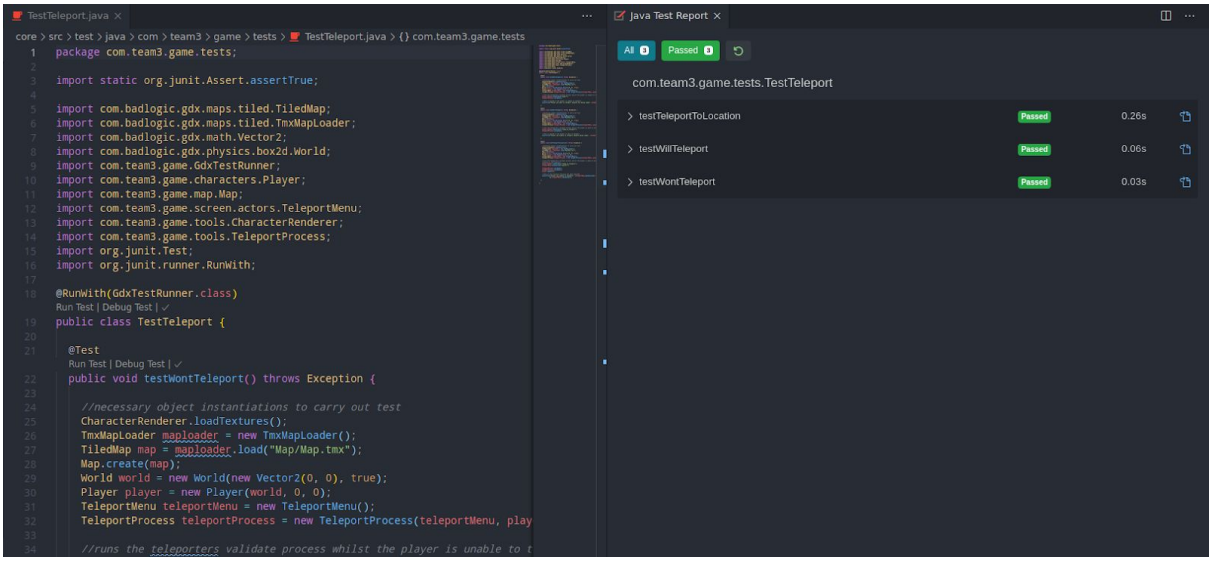
Testing Material







Testing Material



Test design for manual tests can be found with the test report (presented in a table), and for automatic tests it consists of using JUnit and Mockito to run various test methods within numerous classes. The framework for which all tests are '@RunWith' is called GdxTestRunner.java and can be found here: https://github.com/threecubedstudios/auber-vega/blob/master/core/src/test/java/com/team3/game/GdxTestRunner.java