

Approach:

Our general approach for testing is as follows, write unit tests for each class before creating it. After this, as we build classes dependent on the original classes, we write integration tests.

1. For example, before we create Config, we write the unit tests testing that the class functionality works as expected.
2. Afterwards, we write integration tests every time we start working with the integration of a class that is composed of another.
 - a. For example, if our Dungeon class has a list of entities, before we start working on Dungeon, we write the integration tests that check that entity integration works as expected.
3. Finally, when we come back to write our controller up after getting our unit and integration tests done, we plan on writing system tests to further extend the current testing on the controller.
4. We then check our coverage and if it isn't above 85% we go through our codebase and add more tests until we reach 85%.
5. Once all of this is completed, we will all undertake 30 minutes each of usability testing to check for Murphy's Law - that if anything can go wrong, it will.