

The Jungle Game

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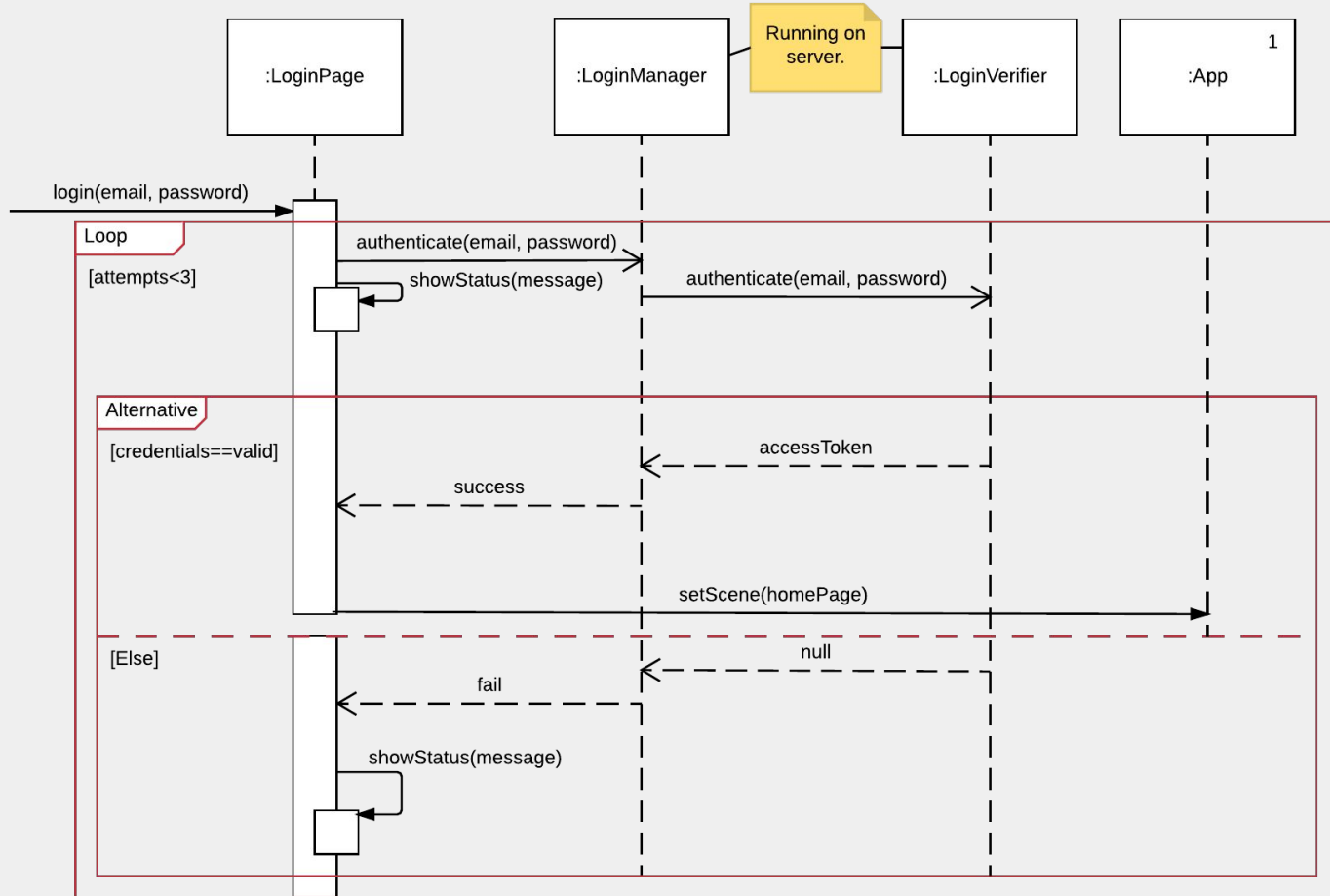
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- First version of the system

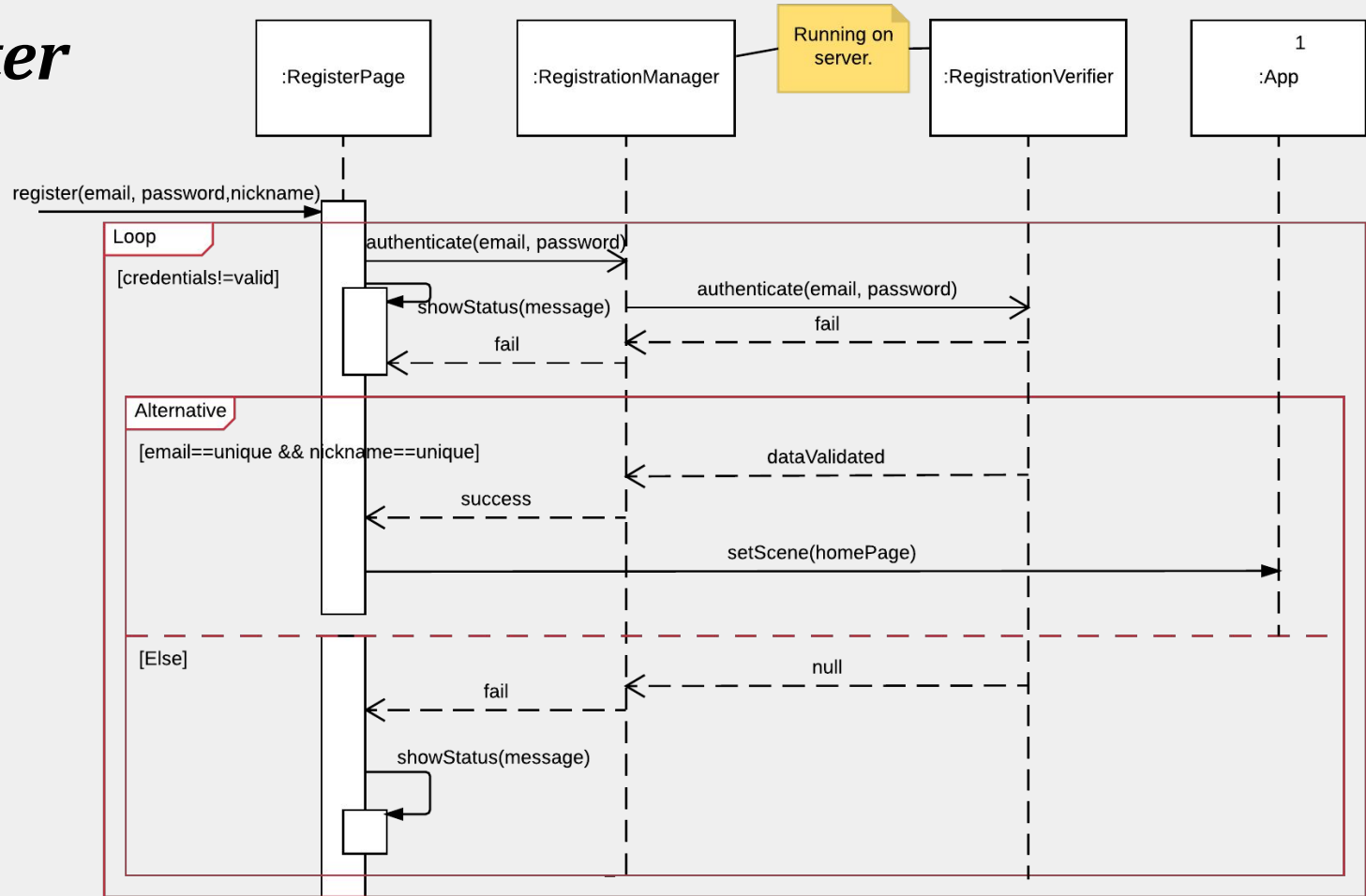
Sequence diagrams

- Login
- Game Invite
- Game Create
- Register
- Take Turn

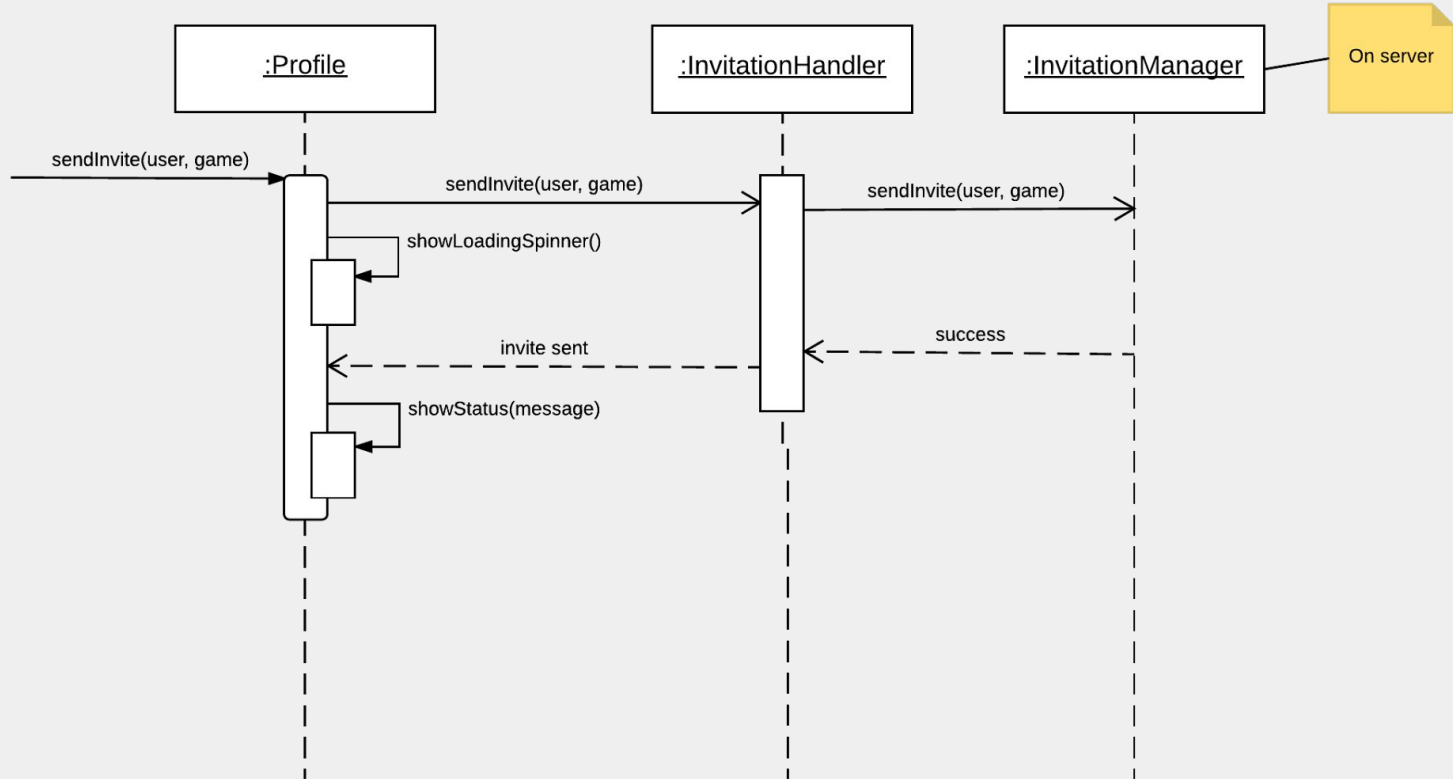
Login



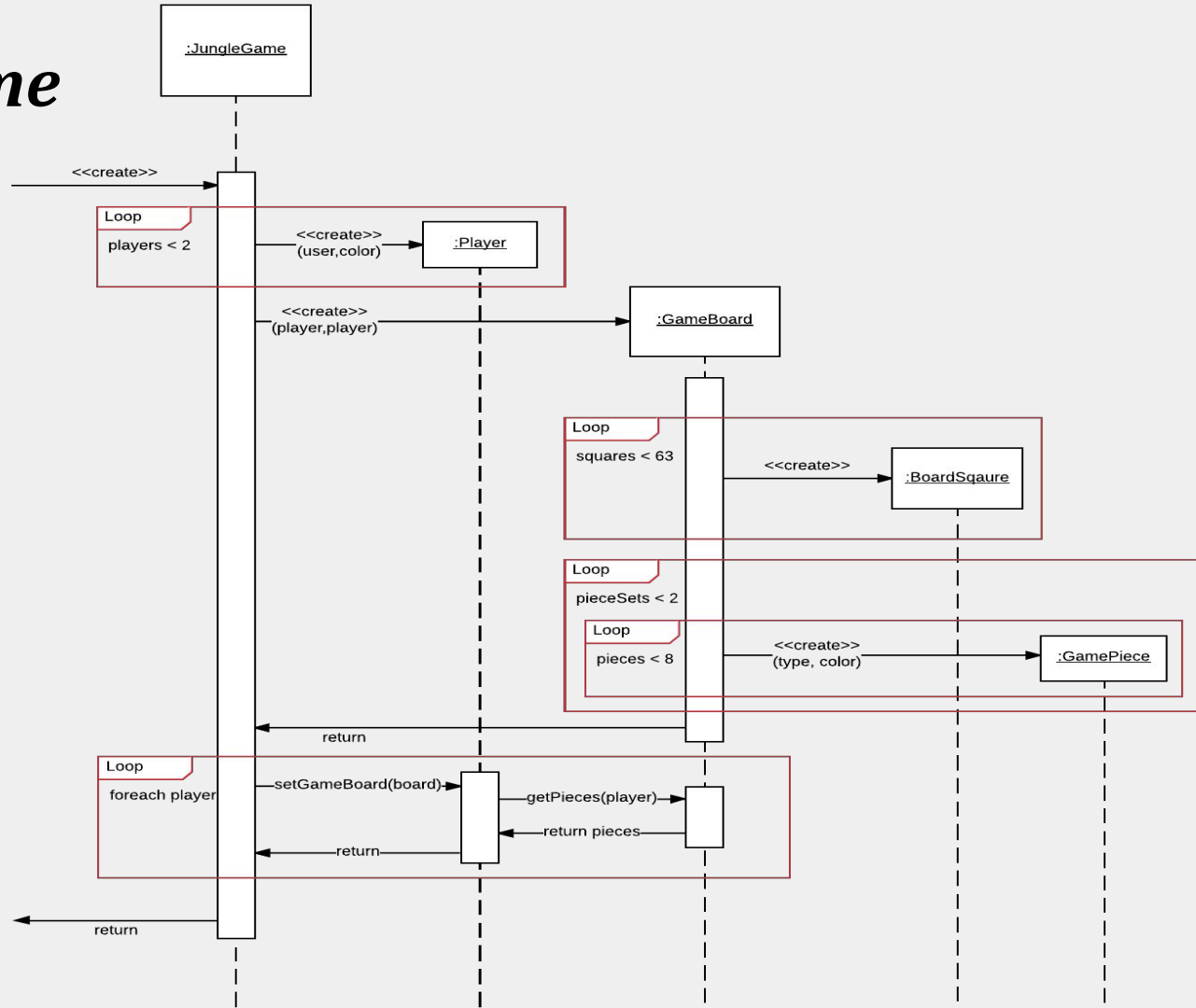
Register



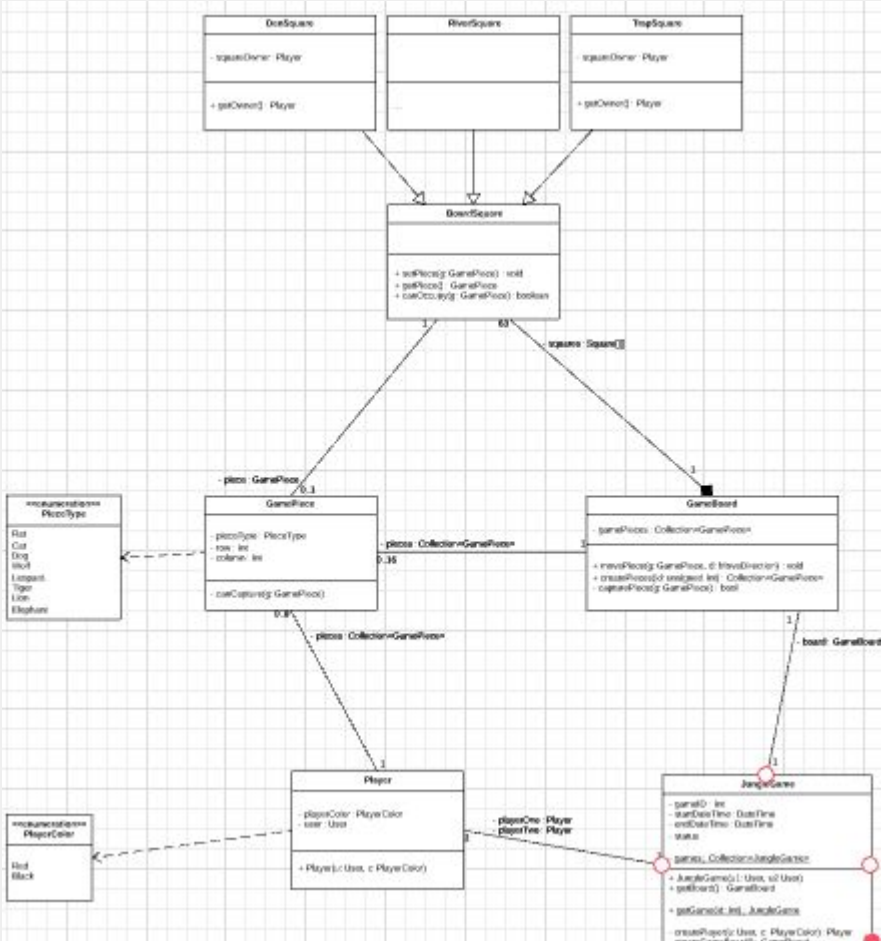
Game Invite



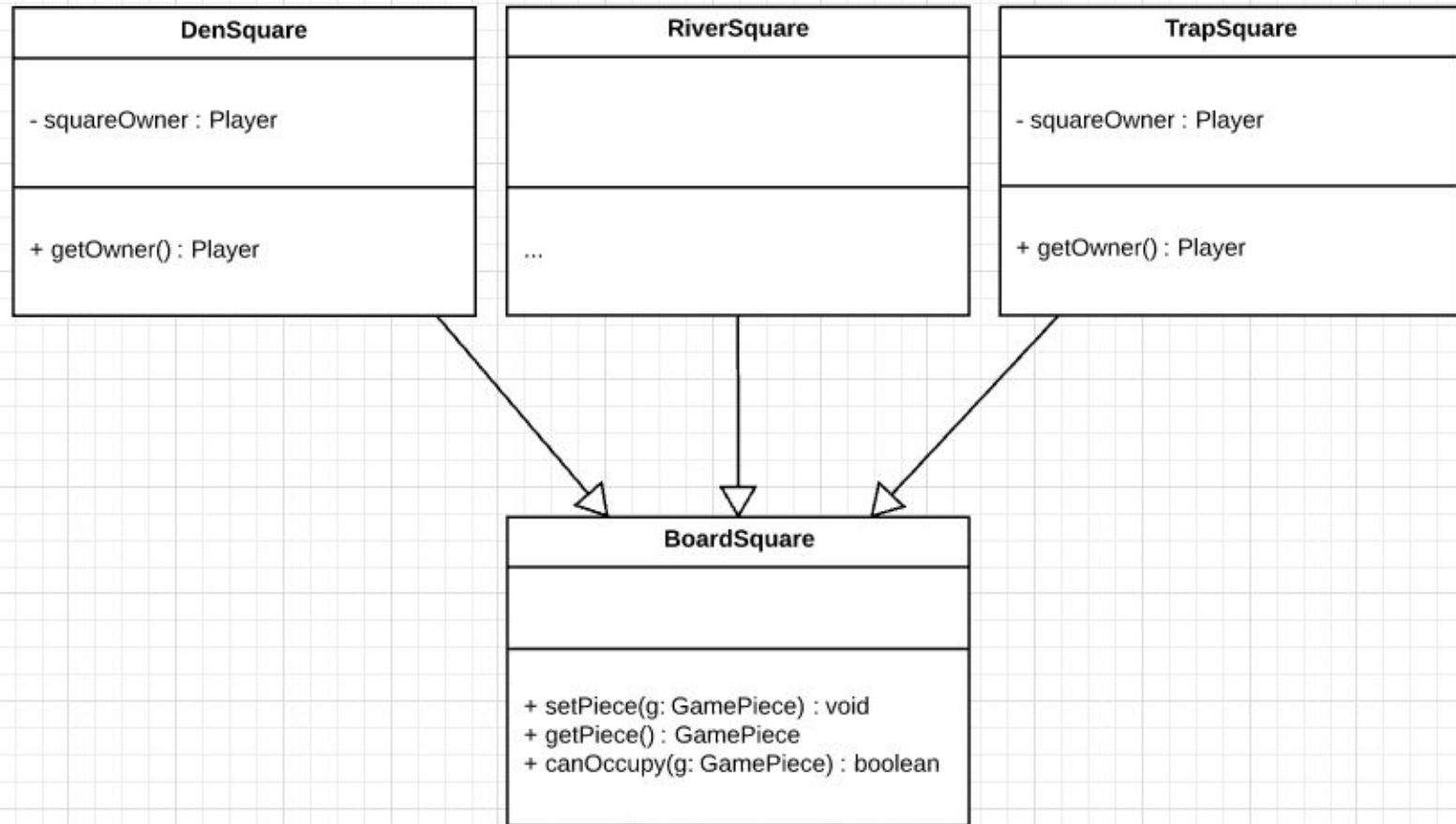
Create Game



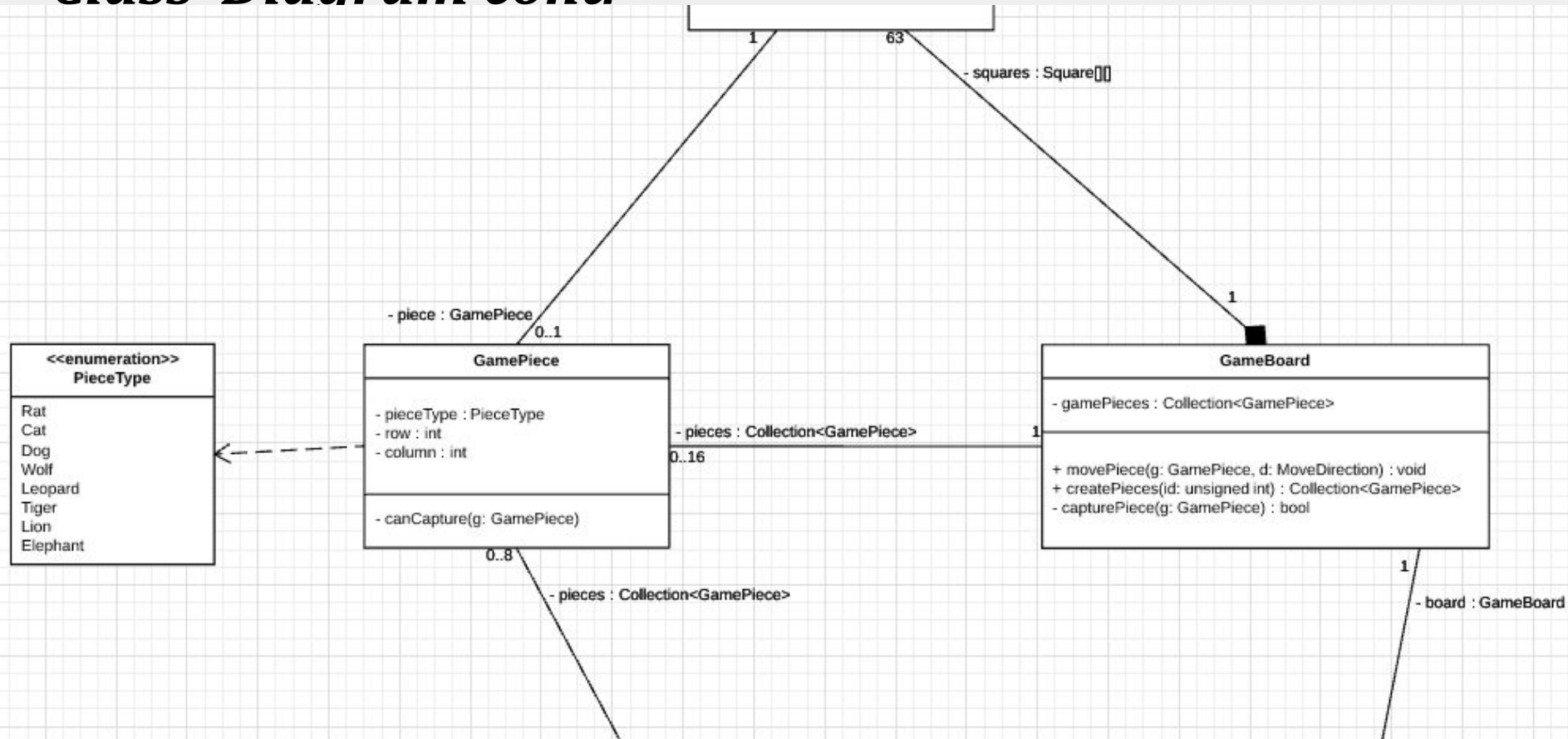
Class Diagram



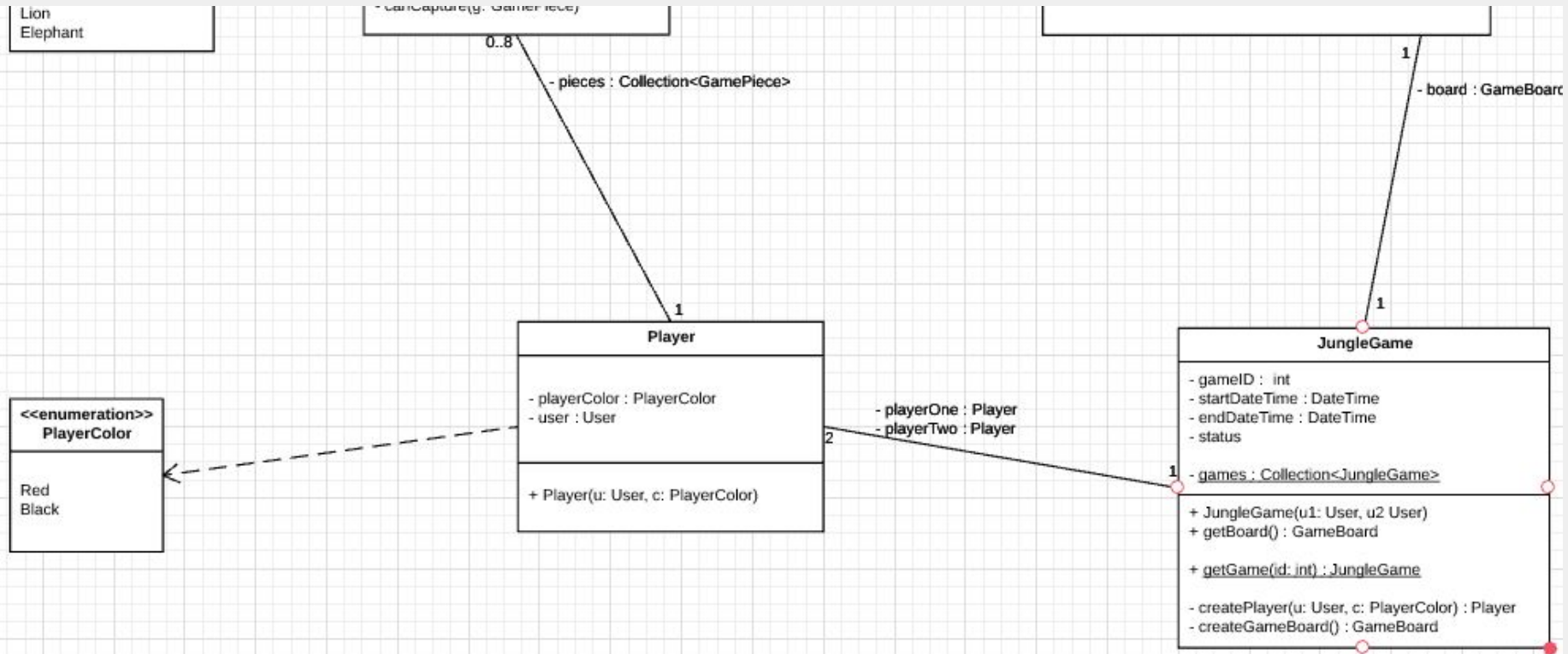
Class Diagram



Class Diagram cont.



Class Diagram cont.



List of test cases:

TestBoardSquare:

- testSetLocation_bottom_right_corner
- testSetLocation_column_too_big
- testSetLocation_column_too_small
- testSetLocation_row_too_big
- testSetLocation_row_too_small
- testSetPowerLevel_zero
- testSetPowerLevel_too_small
- testSetPowerLevel_eight
- testSetPowerLevel_too_big
- testCanOccupy_river
- testCanOccupy_river_rat
- testCanOccupy_friendly_piece
- testCanOccupy_friendly_den
- testCanOccupy_square_not_adjacent_row
- testCanOccupy_square_not_adjacent_column
- testCanOccupy_square_not_adjacent_leopard

TestGameBoard:

- testGetPieceAt_normal
- testGetPieceAt_column_too_big
- testGetPieceAt_column_too_small
- testGetPieceAt_empty_square
- testGetPieceAt_row_too_big
- testGetPieceAt_row_too_small
- testGetSquareAt_top_left_table_edge
- testGetSquareAt_bottom_right_table_edge
- testGetSquareAt_column_too_big
- testGetSquareAt_column_too_small
- testGetSquareAt_row_too_big
- testGetSquareAt_row_too_small
- testGetValidMoves_corner
- testGetValidMoves_leopard
- testMovePiece

TestAccountHandler

- testRegisterUser
- testRegisterUserAlreadyRegistered
- testRegisterUserFailure
- testUnregisterUser
- testValidateLogin
- testLogout

TestBoardSquare:

- testConstructorWithPlayerColor
- testClearPiece
- testIsEmpty
- testIsEmpty_not
- testSetPiece
- testSetPiece_null

Demo

Questions And Discussions