

Name: Sean Riley

Team: Sharp Slugs

Course: CMPS115

Contributions:

- Everything under the Input namespace except for MouseManager and the partially completed event system in KeyboardManager
- Collider, PolygonCollider, and PTriangle classes
- Sound and SoundCache
- Camera and CameraManager
- Text and font functionality in GraphicsManager/ContentManager
- Game, Platform, and Form extension class
- IDrawable and IUpdatable interfaces
- Vector2 and SerializationUtility

### **Input Classes**

I tested input classes only via system integration. Many of them are very interdependent on each other and/or other classes, which would require test mocks/stubs to test properly. I did not have time to do this within this quarter.

### **Collider Classes**

I tested these classes both with unit and system integration tests. The unit tests I chose to use can be found in SharpSlugsEngineTests/Physics/ColliderTests.cs.

### **Sound Classes**

I tested these only via system integration. A unit test cannot effectively measure if a sound is working properly as it does not hear it.

### **Camera and CameraManager**

The Camera class is fairly simple by itself and does not require extensive testing. The main bulk of the work for cameras is done within the GraphicsManager, where objects are actually drawn onto the Camera buffers.

### **Text/Fonts**

This was tested only through system integration. Text uses existing bitmap functionality to draw, so it is difficult to test alone without a large amount of extra work which I did not have the time for.

### **Game/Platform/Form**

These classes form the back-end of the framework. As such, they were the first things created. None of them can function properly without the others, so they have not been unit tested.

### **IDrawable/IUpdatable**

An interface has no function body and thus does not make sense to be tested.

### **Vector2**

Unit tests for this class can be found in SharpSlugsEngineTests/Vector2Tests.cs.

### **SerializationUtility**

Unit tests for this class can be found in  
SharpSlugsEngineTests/SerializationUtilityTests.cs.