

TEST DOCUMENT

How to play and test the game

- When playing the game obstacles will come towards you, if the obstacles hit you then it will be game over.
- In order to avoid this jump over the cacti and the low flying bird, however, do not attempt to jump over the high flying bird; you'll hit the high flying bird and it will be game over..
- Press the spacebar or the up arrow key in order to jump over cacti and the small bird
- When the game over screen occurs, you have to cancel the application.
- If you want to play the game again then you will have to launch the application again.

If needed

Test cases

- In order to test the test cases of the game import J Unit 5 to the classpath of your java project.
- After importing J Unit 5, go to the test cases in the java project and run the test cases for each individual test file.
- The test files in this java project are
 - PlayerGUITest.java
 - ObstacleTest.java
 - SpriteTest.java
 - DataProviderTest.java
- These four test have a total of 11 J Unit Tests

PlayerGUITest.java

- The PlayerGUI test has only one J Unit test and that is to test the check collision method. This method will return true when collision occurs.

ObstacleTest.java

- The Obstacle test also has only one J Unit test and that is to test if the generate method works. This method will return obstacles when called on.

SpriteTest.java

- The Sprite test has four J Unit tests and these tests are to check if the dimensions of the hitbox are generated correctly when called on.

DataProviderTest.java

- The DataProvider test had five J Unit tests and these tests are to check if the getter methods and DataProvider work properly.