## **CS 1632 - DELIVERABLE 2: Unit Testing Ruby Gold Rush**

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https://github.com/aro24/D2

We hit our roadblocks early and often. Starting with how we initialized the game—gold\_rush.rb creates a Checker from checker.rb that (you guessed it) *checks* the validity of the user inputs. We had to implement this one feature as a separate class, as adding the feature to main caused some funky things to happen, where the entire main was executed as opposed to the checker function. Then the game is initialized from game.rb, where the bulk of the program code lives. The .play method initially did not pass rubocop's block limit of 25 lines. This lead to creating extra helper methods like .addmetals to save an extra line or two, as well as combining logic that used to be housed in two separate while loops into one. We knew we were going to implement the locations as nodes but decided to nix the graph and instead store them in a hash map. Because the nodes' neighbors are stored as an array we thought we could leverage .sample to pseudo-randomly select the next location of the prospector. However, that seemed to return inconsistent results from testing, so it was changed to .rand.

For testing, we realized later on that our play method in game.rb was not created in a way that was entirely conducive to testing. That made coming up with meaningful stubs a little more difficult, which led us to stub a lot of our print statements with instances of the map. We also tested many of the edge cases related to the outputs, such as checking for appropriate plurality relative to the input given. Rubocop was a challenge until Anton discovered the -a flag which automatically substitutes the lint warnings.

