SSAD Assignment- 3

Overview:
The assignment will be in two parts.

1. Code review
2. Testing using Pytest and running tests with tox.

1. Code Review (40 marks)

The students are required to do a self review of their Assignment-1 code.

Code review consists of

- Find and report Bugs in the code.
- Find and report whether all the required functionality of Bomberman game (self review) is implemented or not.
- Find and report the code smells within the code.
- Find and report whether the code written satisfies the coding standards set by PEP8.

Format of code review report named “codereview.pdf”

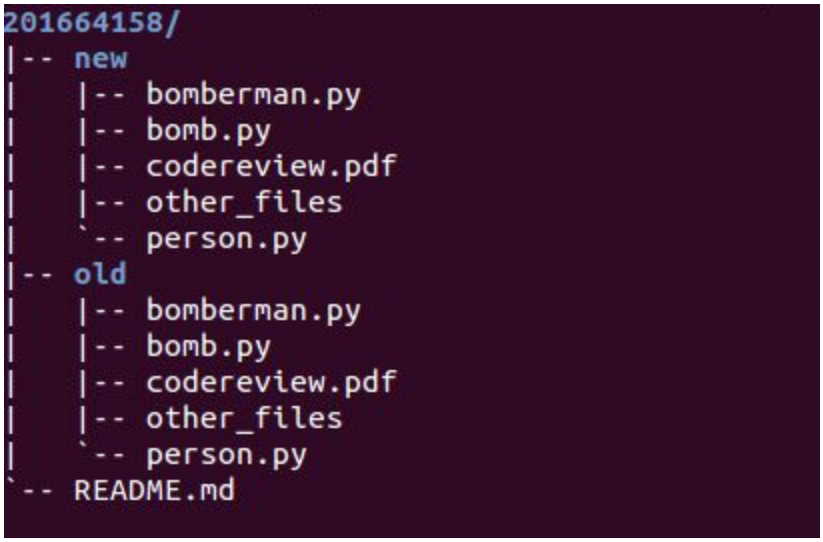
Student Name	<name>
Student Roll Number	<number>
Code Review of	<Self>/<Code Project Number>
# lines of code reviewed	<count>
# classes	<count>
# methods	<count>
#Bugs identified	<count>
#code smells identified	<count>

Bug Number	short description
#1	example description

Code smell	Short description
#category	example description

Based on your first code review make suitable improvements (refactor and adherence to PEP-8 standards) and do a code review again of the new code.

Both the old and the new code will be asked to upload on moodle in the exact same format as shown.



Strictly follow this directory structure while uploading on moodle. Name of the folder should be your <roll_number> and child directories are “old” and “new”. README.md should contain list of all the changes you made while improving your code.

Upload format: <roll_number>.zip

2. Testing using Pytest and running tests with tox. (60)

There will be two parts for pytest:

A. Use your source file of Assignment 1 (i.e. Bomberman game). Write testcases for all the classes implemented along with tests for functionality (Minimum 5 testcases for each functionality).
B. Use the source file (i.e. tetris game) provided on moodle. Write testcases for all the classes implemented along with tests for functionality (Minimum 5 testcases for each functionality).

Make sure you cover these cases (for both A and B parts; Here the examples are given only for case A):

1. Write testcases for all the three classes (Person, Bomberman, Enemy) you were asked to implement in Assignment-1 example tests:

class Test_Enemy() : This class covers the functionality of the Enemy class implemented during the Assignment-1.

- Capture the movement of enemy : The enemy should not cross any walls. Write tests to verify the same.
- Capture the respawn and destruction with bomb

Similarly write tests for all the other classes.

2. setup.py and tox.ini files must be setup. These are required for setting up tox.

Note: Those who have not completed Assignment 1 (marks < 70) properly fill in your details in the google form provided and they will be given a separate code to do **the code review**.

Link: https://goo.gl/forms/dpVahoNGebn9V94A2

Help:

- Students can run pylint to find the code smells and code style issues.
- Pep8 guidelines: http://pylint-messages.wikidot.com/all-messages
- Students can also refer to message codes and find similar bugs in the Bomberman code / Tetris code project you're reviewing.
- Instructions to use the pylint: https://docs.pylint.org/en/1.6.0/tutorial.html#