

Test Cases: StateGenerator

This set of test cases are divided into two basic sections. One will test the generator and its functions while the other will test its interaction with the synchronizer.

- Functionality
 - Producing valid messages with valid time-stamps according the the Global Virtual Time or GVT
 - Randomness Test
 - Edge-Cases
 - Suggestions
 - Game Simulator
 - Generates messages that simulate a virtual game or a user's interaction with the game.
- Connectivity
 - Listen
 - Grabs the GVT from the State Synchronizer and generates a proper time-stamp.