

Charles Lambert
CPTR 245
Lab 2

The Project

Description

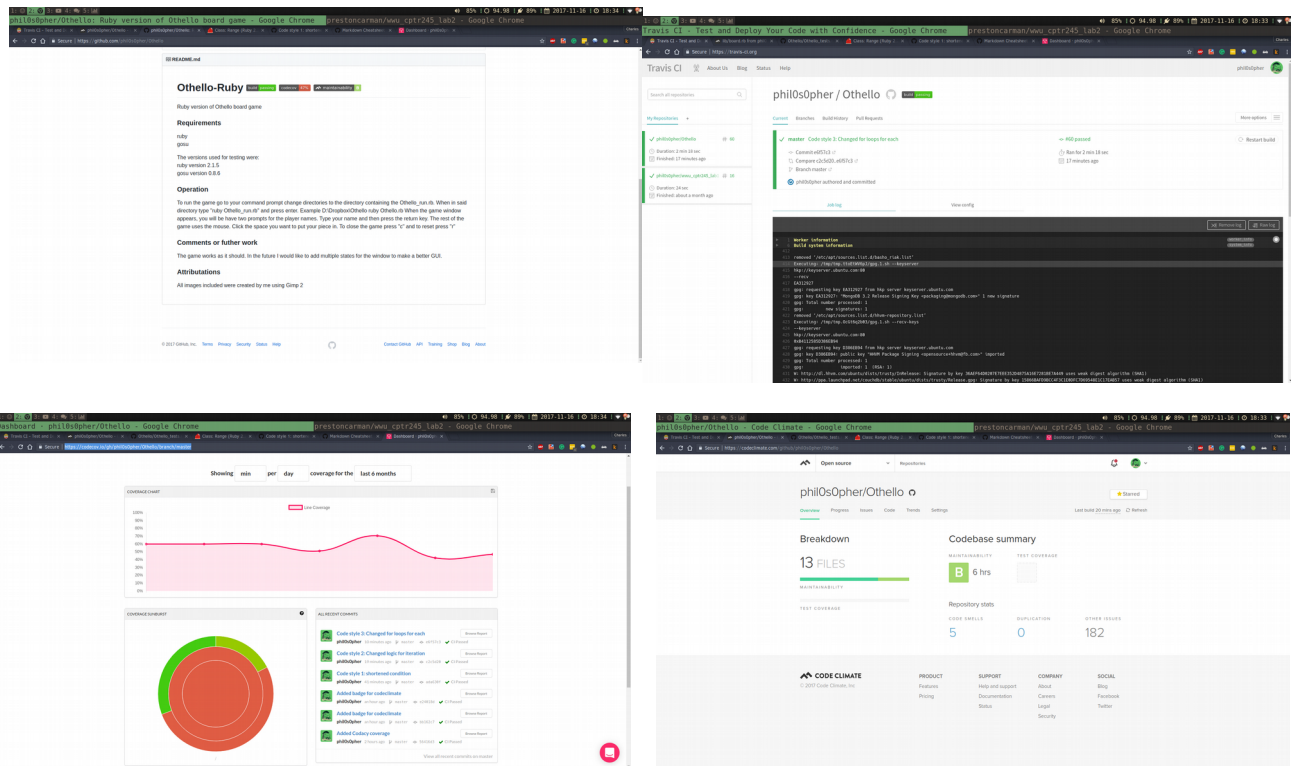
I wrote the board game Othello in ruby back in my Objects and Frameworks class. The game uses gosu for the gui and test/unit for testing. The original project was poorly made and had minimal testing.

of Tests

13

Tools

I chose to use CodeClimate, Codacy, Git(Github), and Travis CI



Added Tests

The figure shows two screenshots of the Othello-Ruby codebase, illustrating the addition of new tests.

- Left Screenshot:** Shows the 'test/unit' directory with a new test file 'test_othello.rb' added. The file contains a new test case for the 'Othello' class.
- Right Screenshot:** Shows the 'test/unit' directory with a new test file 'test_othello.rb' added. The file contains a new test case for the 'Othello' class.

Updated Quality

