

12.2 Testing and Coverage

You will need to write:

- Unit and integration tests that ensure the correctness of individual aspects of your model;
- System tests, tests on the controller methods to ensure the backend works correctly at the level of abstraction. Note that investing time into writing these tests is a good idea, as we will be automarking your server via our own tests on your on controller;
- You will need to write your code test-first and have git commits which show evidence of this;
- Coverage will be assessed. We require that your code has 85% **branch coverage** for full marks.
- You will also likely want to usability test your code (run the game on the frontend and play it).

Prior to starting development you will need to create a **testing plan** which explains how you will incorporate the different types of tests specified and how this work will be completed in conjunction with your other development work.

You are also encouraged to use include mock tests and mock objects in your test suite - this will reduce dependency between different team members to have functionality completed - however we don't require that you use it.

Put your testing plan inside a file named `testing.pdf` in the root directory of this repository.