

Screens package test exclusion

We excluded the GUI classes from our Java tests and test reports (which are located in the screens package) since the specifications of the game that were given to us say GUI classes do not have to be tested. The reason GUI classes do not have to be tested is that the effort is not worth the cost. GUI testing through Java is usually considered pretty complicated, and since our GUI is relatively simple it is easier and more time efficient to test the GUI manually.