

Instruction to run the tests:

Build the project: If there are issues with the font, please change the encoding to GBK or UTF-8.

To run the game itself, run `com.brioal.test.test`

To run all our tests, go to each test and run, comments and fault reports are provided at the beginning of each test class

Reports are generated in build -> jacoco -> html -> index.html, build -> reports -> pitest for mutation testing reports.

Notes:

We performed white box and black box testing (both unit and integration) on `com.brioal.utool.*`.

To test `com.brioal.socket`, we setup a new connection and mimic the behavior done in the Client/Server classes.

We performed GUI testing for `panel/frame/override_view` classes.

We performed mutation testing on `CalculatePitTest` class but did not achieve high mutation score and reasons are provided at the beginning of test -> tests -> `CalculatePitTest` class.