Component	Method Coverage	Line Coverage
TOTAL	**CLASS COVERAGE : 67%**	**45%**
EnemyState	37%	25%
Node	100%	100%
NodeHeursitic	100%	100%
Path	100%	100%
TileMapGraph	0%	0%
AI	**CLASS COVERAGE : 80%**	**17%**
AINavigation	61%	40%
Component	36%	40%
ComponentEvent	0%	0%
ComponentType	100%	100%
Obstacles	100%	100%
Pirate	85%	69%
PlayerController	71%	23%
Renderable	66%	62%
RigidBody	77%	86%
Text	41%	26%
TileMap	0%	0%
Transform	70%	63%
COMPONENTS	**CLASS COVERAGE : 80%**	**55%**
Boulder	50%	51%
Building	43%	71%
CannonVall	33%	60%
Chest	100%	100%
College	62%	68%
Enhancement	0%	0%
Entity	75%	55%
Monster	50%	59%
NPCShip	30%	25%

Player	58%	45%
Ship	86%	80%
WorldMap	0%	0%
ENTITIYS	**CLASS COVERAGE : 76%**	**51%**
CaptionManager	70%	63%
CaptureManager	73%	58%
CollisionManager	50%	7%
DifficltyManager	100%	99%
EnhancmentManager	85%	68%
EntityManager	63%	41%
GameManager	69%	66%
PhysicsManager	46%	30%
QuestManager	84%	70%
RenderingManager	36%	30%
RednerLayer	100%	100%
ResourceManager	64%	46%
SaveManger	66%	92%
MANAGERS	**CLASS COVERAGE : 100%**	**63%**
CollisionCallBack		
CollisonInfo		
PhysicsBodyType	100%	100%
PHYSICS	**CLASS COVERAGE : 50%**	**63%**
KillQuest	50%	56%
LocateQuest	75%	85%
Quest	60%	77%
QUESTS	**CLASS COVERAGE : 100%**	**73%**
Faction	100%	100%
PrateGame	25%	57%
UI	**CLASS COVERAGE : 100%**	**57%**
Constant	75%	74%

QueueFIFO	23%	16%
TileMapCells	100%	100%
Utilities	88%	93%
UTILS	**CLASS COVERAGE : 100%**	**52%**