Report - PHASE 3

Group 21's approach to the testing phase was to first test the key elements of the game. Thus, we checked multiple times if the game was running smoothly by checking whether:

- The game started with the player on the start tile when the button was clicked
- The player *moved* appropriately according to the movements (arrow keys)
- The *time and score* displays worked correctly
- The *time started* as the player started moving
- The score increased when the player came in contact with the reward or bonus reward
- The score decreased if the player collided with the punishment
- The player *lost* when running into the enemy
- The game was paused with the time, enemies, and player pausing when p was pressed
- The game was resumed with the same situation it was paused in when r was pressed
- The game data was saved (written into a file) when s was pressed
- The game was quitted correctly when the button was clicked
- The player *won* when reaching the end tile (with all rewards collected)

After testing such we started the test code:

- We tested each segment of the classes
- We checked if the values were correct
- If the values assigned to the single, multivalued, derived, or composite variables were correct for the game to run smoothly
- We created instances of the classes to test each methods and their variable values
- First determine the variables to check, make a table, then determine the order in which the classes are tested, and then use Assert in that order and print the results
- For the Tools class, Tools is a simple wrapper for Assert and printf, main is the code that calls the automated test, and the other classes are the code for the corresponding parts of the test
- For the **StartScreenTest**, branch coverage includes start and exit (100%), and Line coverage includes paintComponent and check status judgment (100%)
- Branch coverage of PauseAndResumeTest includes Pause and Resume (100%), line coverage includes PauseAndResume, update, getStateImage and Draw (75%), Draw has no way of automating judgment
- **MouseHandlerTest'**s branch coverage includes mousePressed (100%), and line coverage because it is overloaded(100%)
- AssetsetterTest's branch coverage has only one Asset setup (100%) and Line coverage contains setObject and setEnemy (100%)
- The GamePanel class interacted with each of the other classes such KeyHandler or MouseHandler and thus it was instantiated to test each of the classes
- Cases were created for the CollisionCheckerTest class to place the tile (wall and walk), punishment, reward, and enemy on arbitrary positions on the maze and check their collision (true or false) with the player by calling the appropriate functions (Line Coverage: 27%, , Branch Coverage: the if-else statements are for player movements but

- collision is checked with arbitrary but fixed values though, one of the tile, object, and entity type are accounted for in the testing)
- For the **KeyHandlerTest** class, each key input was simulated (up, down, right, left, p, r, s) and their subsequent change in values handled by the KeyHandler class was then checked (true when pressed and false when released), as this would lead the other interacting classes' methods like Player class or UI class to move the player image or pause the game, etc. (Line Coverage: 75%, Branch Coverage: 100 %)
- For the **TileManagerTest** class, the two arrays of the tiles were checked for the correct values and sizes so that correct tiles (wall or walk) were read (as 0 or 1) from the map text file and correctly put on the maze map. (Line Coverage: 27%, Branch Coverage: not many branches to be tested the if statements are to set values)
- The **GamePanelTest** class was created to test the initial set-up variables of the game and check if the foundational attributes of the game were correct (<u>Line Coverage: 25%</u>, <u>Branch Coverage: is to set values and update</u>)
- For testing purposes, the **Main** class instantiated the GamePanel and called the tests of the various test classes (<u>Line Coverage: 100%</u>, <u>Branch Coverage: no branches</u>)
- For Entity class, the general attribute for entities in the game (Enemy, and Player) is initialized, thus all the initialized attributes are tested. (Line Coverage: 100%, Branch Coverage: NA)
- For Player class, since it is a subclass of Entity it implements attributes of Entity and sets values of each attribute suitable to Player's characteristics. Tested if attributes are set to the right Player's characteristics, such as starting position, direction change, and image change depending on direction, etc. (Line Coverage: 51%, Branch Coverage: 25%)
- For Enemy class, it is also a subclass of Entity, which implements attributes of Entity
 and sets values of each attribute suitable to Enemy's characteristics. Tested if attributes
 are set to Enemy's characteristics similar to PlayerTest. (Line Coverage: 54%, Branch
 Coverage: 25%)
- For UI class, which deals with what the user is visualizing, UI determines when to terminate the thread of the game. When the UI class notifies the game is finished (gameLost or gameWon) it sets gameThread to null with some message to the user. Tested if the UI class displays the right message and terminates the thread depending on the situation. (Line Coverage: 25%, Branch Coverage: 50%)
- For the object classes, the main test is whether the subclass can correctly modify the variables in the parent class so that the game scene layout is displayed correctly.(Line coverage for Superobject classe: 66%, Branch coverage: NA, Line coverage for rest Object classes:100%and Branch coverage: 100%)
- For the save class, test whether clicking the save button works and is written to the saved document.(Line Coverage: 75%, Branch Coverage: 50%)

Printing result for the testing:

Main Class StartScreenTest						
StartScreenTest	Sub Class	Var Name	Sub Name	In_Var	Expect Data	Real Data
StartScreenTest						
			playButton	x l	200.0000	200.0000
StartScreenTest			playButton	y	280.0000	280.0000
StartScreenTest StartScreenTest			playButton playButton	width height	100.0000 50.0000	100.0000 50.0000
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StartScreenTest			stopButton	width		100.0000
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AssetSetterTest				χί	336.0000	336.0000
AssetSetterTest	. –			Ϋ́	1680.0000	1680.0000
AssetSetterTest				χį	720.0000	720.0000
AssetSetterTest				Υİ	1056.0000	1056.0000
AssetSetterTest	OBJ_HTML	Tag obj3	world	X	1152.0000	1152.0000
AssetSetterTest			world	ΥĮ	240.0000	240.0000
AssetSetterTest				X	1008.0000	1008.0000
AssetSetterTest				ΥĮ	2208.0000	2208.0000
AssetSetterTest				ΧĮ	144.0000	144.0000
AssetSetterTest				Ϋ́Ι	1200.0000	1200.0000
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AssetSetterTest	OBJ_HTML	Tag obj1	2 world	X	816.0000	816.0000
AssetSetterTest				Y	1680.0000	1680.0000
AssetSetterTest				X	1920.0000	1920.0000
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                                                     Variable
                                                                    points |
| InternetTrapTest | VariablesTest |
                                     InternetTrap |
                                                     Variables
                                                                     worldx |
                                                                                 0.0000|
                                                                                             0.0000 |
InternetTrapTest | VariablesTest |
                                     InternetTrap |
                                                      Variables
                                                                 olidAreaDefaultX |
                                                                                       0.0000|
                                                                                                     0.0000
                                                                                 0.0000|
                                                                                              0.00001
| InternetTrapTest | VariablesTest |
                                     InternetTrap I
                                                     Variables
                                                                    worldY I
                                                                  solidAreaDefaulty |
                                                                                                     0.0000 |
                    VariablesTest |
                                                      Variables
                                                                                        0.0000 |
 InternetTrapTest |
                                     InternetTrap
                                                                  solidArea | java.awt.Rectangle[x=0,y=0,width=48,height=48] | java.awt.Rectangle[x=0,y=0,width=48,height=48] |
| InternetTrapTest | VariablesTest |
                                    InternetTrap |
                                                     Variables
                                                                     image | sun.awt.image.Toolkitlmage@5383967b | sun.awt.image.Toolkitlmage@5383967b |
InternetTrapTest |
                    VariablesTest
                                     InternetTrap |
| InternetTrapTest | VariablesTest |
                                    InternetTrap |
                                                      Variables
                                                                     name | InternetTrap | InternetTrap |
| InternetTrapTest |
                    VariablesTest |
                                     InternetTrap |
                                                      Variables
                                                                    points |
                                                                               20.00001
    HTMLTagTest | VariablesTest |
                                        HTMLTag I
                                                      Variables
                                                                                             20.00001
                                                                                 0.0000
    HTMLTagTest |
                    VariablesTest |
                                        HTMLTag |
                                                      Variables
                                                                                              0.0000
                                                     Variables | worlds |
Variables | olidAreaDefaultX | 0.0
Variables | worldY | 0.0000 |
                                                                                       0.00001
    HTMLTagTest | VariablesTest |
                                        HTMLTag I
                                                                                                    0.00001
                                                                                              0.0000
    HTMLTagTest |
                    VariablesTest
                                        HTMLTag |
                                                                                       0.00001
    HTMLTagTest | VariablesTest |
                                        HTMLTag |
                                                     Variables I
                                                                 solidAreaDefaulty |
                                                                                                     0.00001
                                                                  SolidArea | java.awt.Rectangle[x=0,y=0,width=48,height=48] | java.awt.Rectangle[x=0,y=0,width=48,height=48] | image | sun.awt.image.Toolkitlmage@71423665 | sun.awt.image.Toolkitlmage@71423665 |
    HTMLTagTest |
                    VariablesTest |
                                         HTMLTag |
    HTMLTagTest | VariablesTest |
                                        HTMLTag I
                                                     Variables I
                                                                                HTMLTag | HTMLTag |
true | true |
    HTMLTagTest | VariablesTest |
                                        HTMLTag |
    HTMLTagTest | VariablesTest |
                                        HTMLTag I
                                                     Variables | collision |
                                                                          0.0000 |
                                                              points |
                                                                                       0.0000 |
       EndTest | VariablesTest |
                                       End |
                                                Variables |
      EndTest | VariablesTest |
                                       End I
                                                Variables I
                                                               worldx |
                                                                          0.0000|
                                                                                        0.0000
                 VariablesTest |
                                                Variables | olidAreaDefaultX |
                                                                                 0.0000
                                       End
                                                                                               0.0000
                                                                          0.0000 | 0.00
ulty | 0.0000 |
      EndTest I
                 VariablesTest I
                                       End I
                                                Variables I
                                                              worldY I
                                                                                       0.00001
       EndTest I
                 VariablesTest |
                                                Variables | solidAreaDefaulty |
                                                                                                0.0000 |
                                                            solidArea | java.awt.Rectangle[x=0,y=0,width=48,height=48] | java.awt.Rectangle[x=0,y=0,width=48,height=48] |
      EndTest i
                 VariablesTest I
                                       End i
                                                Variables I
                                                               image | sun.awt.image.Toolkitlmage@6fc6f14e | sun.awt.image.Toolkitlmage@6fc6f14e |
       EndTest |
                 VariablesTest |
                                       End |
                                                Variables |
      EndTest I
                 VariablesTest I
                                       End I
                                                Variables
                                                               name I
                                                                        End Tile | End Tile |
                                                                                        true |
                                                                            true |
                                                                       points |
worldx |
                                                                                  20 0000 1
CurlyBracketsTest | VariablesTest | CurlyBrackets |
                                                          Variables I
                                                                                                20 0000 1
CurlyBracketsTest |
                      VariablesTest | CurlyBrackets
                                                          Variables
                                                                                    0.0000
                                                                                                 0.0000|
| CurlyBracketsTest | VariablesTest | CurlyBrackets |
                                                          Variables | olidAreaDefaultX |
                                                                                          0.0000 |
                                                                                                        0.0000
                      VariablesTest | CurlyBrackets |
                                                                                     0.0000 |
                                                                                                 0.0000|
CurlyBracketsTest |
                                                                         worldY |
                                                         Variables | solidAreaDefaulty | 0.0000 | 0.0000 | Variables | solidArea | java.awt.Rectangle[x=0,y=0,width=48,height=48] | java.awt.Rectangle[x=0,y=0,width=48,height=48] |
| CurlyBracketsTest | VariablesTest | CurlyBrackets |
| CurlyBracketsTest |
                      VariablesTest | CurlyBrackets
CurlyBracketsTest |
                      VariablesTest | CurlyBrackets
                                                          Variables I
                                                                        image | sun.awt.image.Toolkitlmage@3632be31 | sun.awt.image.Toolkitlmage@3632be31 |
                      VariablesTest | CurlyBrackets |
                                                          Variables |
                                                                         name | CurlyBrackets | CurlyBrackets |
| CurlyBracketsTest | VariablesTest | CurlyBrackets |
                                                         Variables | collision |
                                                                                     true |
| Main Class | Sub Class | Var Name | Sub Name | In_Var | Expect Data | Real Data |
                           EntityTest |
                                                                               Entity |
                                                                                                Init Variable |
                                                                                                                                        GamePanel
Game.GamePanel[_0,0,768x576,layout=java.awt.FlowLayout,alignmentX=0.0,alignmentY=0.0,border=,flags=9,maximumSize=,minimumSize=,preferredSize=java.awt.Dimension[width=768,height=576]
Game.GamePanel[,0,0,768x576,layout=java.awt.FlowLayout,alignmentX=0.0,alignmentY=0.0,border=,flags=9,maximumSize=,minimumSize=,preferredSize=java.awt.Dimension[width=768,height=575]
                                             xCoordinate |
                                                               worldX |
     EntityTest
                      Entity | Init_Variable |
                                                                            0.0000|
                                                                                         0.0000
                                                                            0.0000
                                             yCoordinate
     EntityTest |
                      Entity | Init Variable |
                                                               worldY
                                                                                         0.0000
                      Entity | Init_Variable
                                                                                      0.0000|
     EntityTest
                                                 speed |
                                                             speed |
                                                                         0.0000|
     EntityTest
                      Entity | Init Variable
                                                 Image
                                                               up1 l
                                                                         null I
                                                                                     null I
                      Entity | Init_Variable
     EntityTest
                                                  Image
                                                               up2 |
                                                                         null |
                                                                                     null
     EntityTest
                      Entity | Init Variable
                                                             down1 |
down2 |
                                                                           null
                                                                                       null
                                                                           null |
                                                                                       null
                      Entity | Init_Variable
     EntityTest
                                                  Image |
                                                 Image |
     EntityTest
                      Entity | Init Variable
                                                             left1 l
                                                                         null I
                                                                                     null |
                      Entity | Init Variable
                                                             left2
                                                                         null |
     EntityTest
                                                 Image |
                                                                                    null |
                                                 Image
     EntityTest
                      Entity | Init_Variable
                                                             riaht1
                                                                          null I
                                                                                     null l
                      Entity | Init_Variable
     EntityTest
                                                             right2 |
                                                                          null |
                                                 Image |
                                                                                     null |
                                                                           null |
     EntityTest
                      Entity | Init Variable
                                               Direction
                                                           direction I
                                                                                       null |
                                                                             0.0000 |
                                                                                          0.0000 |
     EntityTest
                      Entity | Init_Variable
                                                Counter |
                                                           spriteCounter |
                                                            spriteNum |
                      Entity | Init_Variable
Entity | Init_Variable
                                                                                         1.0000
     EntityTest
                                                 Numbo
                                                                            1.00001
                                                            solidArea | java.awt.Rectangle[x=0,y=0,width=48,height=48] | java.awt.Rectangle[x=0,y=0,width=48,height=48] |
                                               Rectangle |
     EntityTest
                                              xCoordinate | solidAreaDefaultX |
     EntityTest
                      Entity | Init_Variable
                                                                                   0.0000 1
                                                                                                 0.00001
                                             yCoordinate | solidAreaDefaultY |
                                                                                    0.0000
     EntityTest
                      Entity | Init_Variable
                                                                                                 0.0000|
                                                 Number |
                                                            spriteNum |
                                                                                         1.0000 |
     EntityTest
                      Entity | Init Variable
                                                                            1.0000|
                      Entity | Init_Variable |
                                               Rectangle | solidArea |
                                                                            false I
                                                                                         false I
     EntityTest |
  Main Class |
                  Sub Class | Var Name | Sub Name | In_Var | Expect Data | Real Data |
     EnemyTest |
                        Enemy | Init Variable | EnemyDirection | direction |
                                                                                                down |
                                                                                 2.0000|
                                                                                              2.0000 |
     EnemyTest |
                        Enemy | Init_Variable | EnemySpeed |
                                                                     speed |
                                                   EnemyUp | direction |
     EnemyTest
                        Enemy | Init Variable |
                                                                                  up |
                                                                                             up |
                                                  EnemyDown |
     EnemyTest
                                 Init Variable
                                                                  direction I
                        Enemy | Init_Variable |
                                                  EnemyLeft | direction |
                                                                                 left |
                                                                                           left |
     EnemyTest
                        Enemy
     EnemyTest
                               | Init_Variable |
                                                 EnemyRight | direction
                                                                                 right |
                                                                        up1 | sun.awt.image.Toolkitlmage@6ebc05a6 | sun.awt.image.Toolkitlmage@6ebc05a6
                                    setImage | EnemyUp1Image |
     EnemyTest
                        Enemy |
                                                                        up2 | sun.awt.image.ToolkitImage@6ebc05a6 | sun.awt.image.ToolkitImage@6ebc05a6 | Down1 | sun.awt.image.ToolkitImage@6e6c3152 | sun.awt.image.ToolkitImage@6e6c3152 |
     EnemyTest
                                    setImage | EnemyUp2Image |
     EnemyTest
                        Enemy |
                                    setImage | EnemyDown1Image |
                        Enemy
                                                                       Down2 | sun.awt.image.Toolkitlmage@6e6c3152 | sun.awt.image.Toolkitlmage@6e6c3152 | left1 | sun.awt.image.Toolkitlmage@50b494a6 | sun.awt.image.Toolkitlmage@50b494a6 |
     EnemyTest
                                    setImage | EnemyDown2Image |
                                    setImage | EnemyLeft1Image |
     EnemyTest
                        Enemy I
     EnemyTest
                        Enemy
                                    setImage | EnemyLeft2Image |
                                                                       left2 | sun.awt.image.Toolkitlmage@50b494a6 | sun.awt.image.Toolkitlmage@50b494a6
                                                                        right1 | sun.awt.image.ToolkitImage@3cef309d | sun.awt.image.ToolkitImage@3cef309d
     EnemyTest |
                        Enemy |
                                    setImage | EnemyRight1Image |
                                                                        right2 | sun.awt.image.Toolkitlmage@3cef309d | sun.awt.image.Toolkitlmage@3cef309d
                                    setImage | EnemyRight2Image |
     EnemyTest |
                        Enemy I
                                   gameStatus |
                                                     Status | gameLost |
                                                                                false I
  Main Class | Sub Class | Var Name | Sub Name | In Var | Expect Data | Real Data |
                      Player | Init Variable | PlayerScreenX | screenX |
    PlayerTest |
                                                                                 360 |
                                                                                             360 |
```

```
Player | Init_Variable | PlayerScreenY | screenY | 264 | 264 | Player | Init_Variable | Rectangle | solidArea | java.awt.Rectangle[x=0,y=0,width=48,height=48] | java.awt.Rectangle[x=0,y=0,width=48,height=48] |
        PlayerTest
                                                                           xCoordinate | solidAreaDefaultX | 0.0000 |
       PlayerTest
                                    Player | Init Variable |
                                                                                                                                                              0.00001
        PlayerTest
                                    Player | Init_Variable
                                                                            yCoordinate | solidAreaDefaultY |
                                                                                                                                          0.0000
                                                                                                                                                              0.0000
                                                                                                                                                   48.0000 |
                                    Player | Init Variable |
                                                                           xCoordinate |
                                                                                                                           48.0000 |
        PlayerTest |
                                                                                                        worldX |
        PlayerTest
                                    Player | Init_Variable |
                                                                          yCoordinate |
PlayerSpeed |
                                                                                                    worldY |
speed |
                                                                                                                            48.0000
                                                                                                                                                   48.0000
       PlayerTest
                                    Player | Init Variable |
                                                                                                                             4.0000 1
                                                                                                                                                   4.0000 I
                                                                                                                              down |
       PlayerTest
                                    Player | Init_Variable |
                                                                          InitDirection | direction |
                                                                                                                                                   down |
                                                                          PlayerUp | direction |
PlayerDown | direction |
                                                                                                                               up |
down |
       PlayerTest
                                    Player | Init Variable |
                                                                                                                                                  up |
        PlayerTest
                                    Player | Init_Variable |
        PlayerTest I
                                    Player | Init Variable | PlayerLeft | direction |
                                                                                                                             left I
                                                                                                                                              left I
        PlayerTest
                                    Player | Init_Variable | PlayerRight | direction |
                                                                                                                             right |
                                                                                                              up1 | sun.awt.image.ToolkitImage@3d99d22e | sun.awt.image.ToolkitImage@3d99d22e |
       PlayerTest I
                                    Plaver I
                                                      setImage | PlayerUp1Image |
        PlayerTest
                                                      setImage | PlayerUp2Image |
                                                                                                              up2 | sun.awt.image.ToolkitImage@49fc609f | sun.awt.image.ToolkitImage@49fc609f | Down1 | sun.awt.image.ToolkitImage@cd2dae5 | sun.awt.image.ToolkitImage@cd2dae5 |
                                    Player |
       PlayerTest
                                    Player |
                                                      setImage | PlayerDown1Image |
        PlayerTest |
                                    Player |
                                                      setImage | PlayerDown2Image |
                                                                                                                 Down2 | sun.awt.image.Toolkitlmage@3a883ce7 | sun.awt.image.Toolkitlmage@3a883ce7 |
                                   Player |
Player |
                                                      setImage | PlayerLeft1Image | setImage | PlayerLeft2Image |
                                                                                                              left1 | sun.awt.image.Toolkitlmage@4973813a | sun.awt.image.Toolkitlmage@4973813a | left2 | sun.awt.image.Toolkitlmage@6321e813 | sun.awt.image.Toolkitlmage@6321e813 |
        PlayerTest
        PlayerTest
                                                                                                               right1 | sun.awt.image.Toolkitlmage@79be0360 | sun.awt.image.Toolkitlmage@79be0360 |
       PlaverTest I
                                   Plaver I
                                                      setImage | PlayerRight1Image |
                                                      setImage | PlayerRight2Image |
                                                                                                                right2 | sun.awt.image.Toolkitlmage@22a67b4 | sun.awt.image.Toolkitlmage@22a67b4 |
        PlayerTest |
                                    Player |
                                                                               Status | gameLost | false |
       PlayerTest I
                                   Player | gameStatus |
                                                                                                                                                  false l
| Main Class | Sub Class | Var Name | Sub Name | In_Var | Expect Data | Real Data |
                                                           UITest |
                                                                                                                                                  UI I
                                                                                                                                                                                Init Object |
                                                                                                                                                                                                                                      GamePanel I
Game.GamePanel[.0,0,768x576,layout=java.awt.FlowLayout,alignmentX=0.0,alignmentY=0.0,border=,flags=8203,maximumSize=,minimumSize=,preferredSize=java.awt.Dimension[width=768,height=
576]]
 Game.GamePanel[,0,0,768x576,layout=java.awt.FlowLayout,alignmentX=0.0,alignmentY=0.0,border=,flags=8203,maximumSize=,minimumSize=,preferredSize=java.awt.Dimension[width=768,height=
576]] |
                                         UI | Init_Object | Font | myFont | java.awt.Font[family=Cooper Black,name=Cooper Black,style=bold,size=25] | java.awt.Font[family=Cooper Black,name=Cooper Black,name=Co
Black,style=bold,size=25] |
                                                                                                              Init_Object |
                                                                                                                                                                   Font |
                                                                                                                                                                                           msgFont | java.awt.Font[family=Castellar,name=Castellar,style=plain,size=60] |
java.awt.Font[family=Castellar,name=Castellar,style=plain,size=60] |
                                    UI | gameStatus | WonStatus | gameWon |
UI | threadStatus | WonStatus | gameThread |
           UITest I
                                                                                                                               null l
                                                                                                                                                  null I
                                              gameStatus |
                                                                       LostStatus |
                                                                                                  gameWon |
                                    UI | threadStatus | LostStatus | gameThread |
           UITest I
                                                                                                                                                  null i
| Main Class | Sub Class | Var Name | Sub Name | In_Var | Expect Data | Real Data |
                                                                                                                                                 83 |
true |
                                  MouseEvent | Save_Game | KeyPressed | getKeyCode() |
MouseEvent | Save_Game | SavePressed | keyH |
        GamePanel I
        GamePanel |
```

PlayerTest I