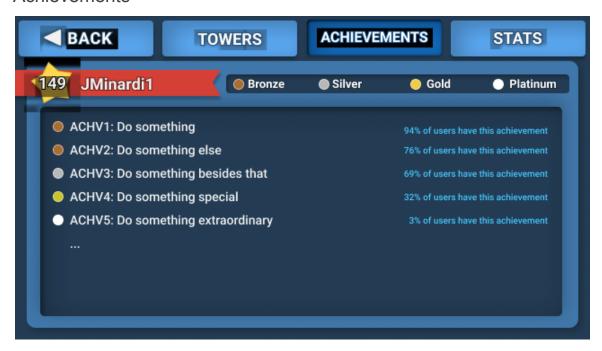
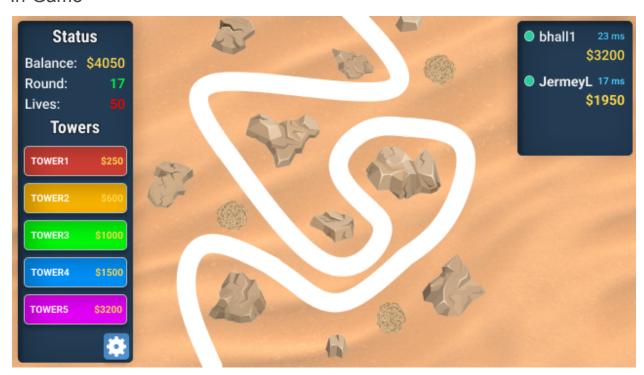
Screen Sketches

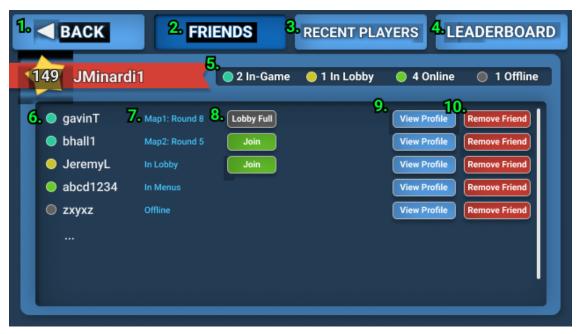
Achievements



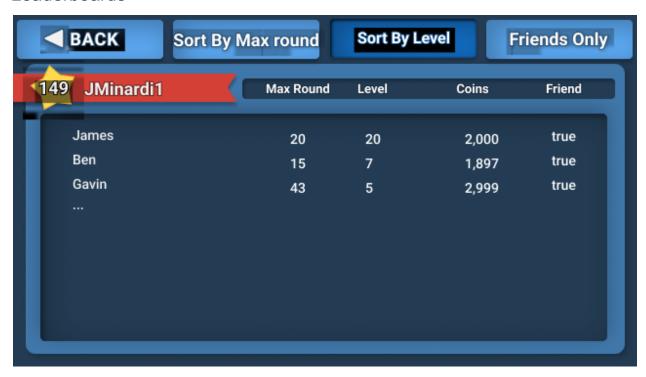
In-Game



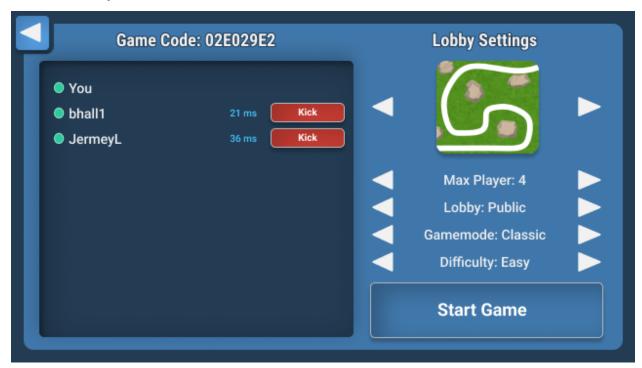
Friends Page



Leaderboards



Game Lobby



Home Screen



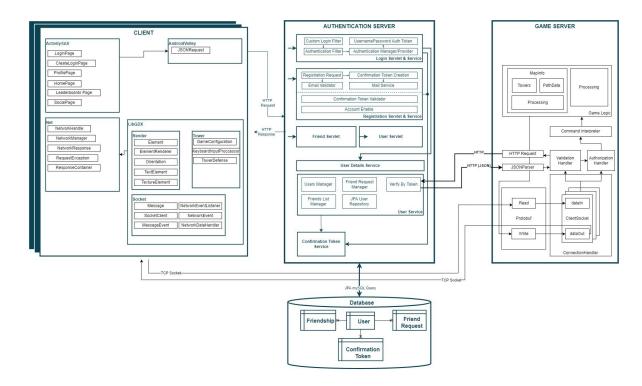
Profile Screen

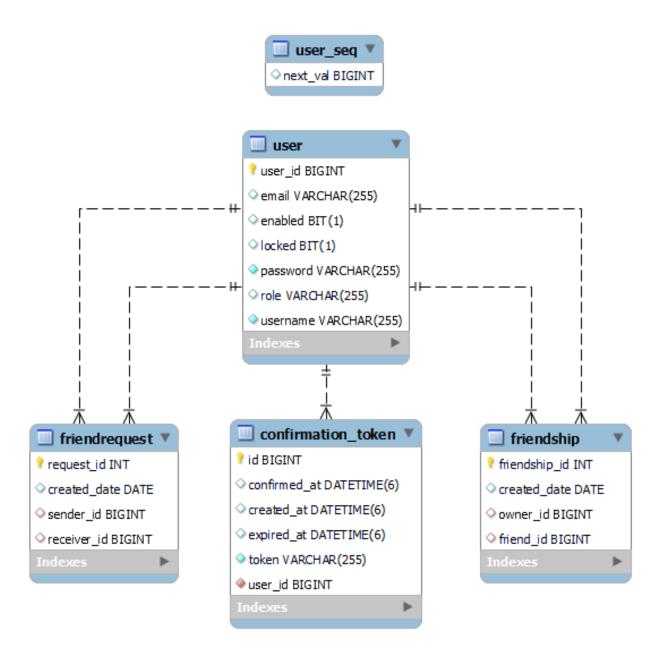


Towers



DesignDocs





Main branch PDF

Test Coverage

Frontend Android Tests

ebugAndroidTest ebugAndroidTest												
com.se309.tower		56%		60%	52	154	463	954	42	139	10	63
com.se309.net	-	13%		25%	33	34	66	77	31	32	8	9
com.se309.test	1	0%	=	0%	18	18	40	40	15	15	5	5
<u> default</u>	1	0%		n/a	13	13	35	35	13	13	1	1
com.se309.game	1	0%		n/a	7	7	16	16	7	7	2	2
com.se309.config		0%		n/a	1	1	1	1	1	1	1	1
Total	2,635 of 5,331	50%	21 of 40	47%	124	227	621	1,123	109	207	27	81

Generated by the Android Gradle plugin 3.5.4

Auth server tests



Game server tests

coms309.server 51% classes, 15% lines covered > Demo 50% classes, 18% lines covered ✓ ☐ GameLogic 71% classes, 31% lines covered > Exceptions ✓ Image: Map 100% classes, 38% lines covered. C Enemy 15% methods, 38% lines covered Map 46% methods, 39% lines covered Colored Tower 33% methods, 35% lines covered GameState 26% methods, 18% lines covered Player 30% methods, 28% lines covered ✓ Image: Network 75% classes, 50% lines covered. Connection 50% methods, 42% lines covered ConnectionHandler 62% methods, 61% lines covered Message 50% methods, 70% lines covered Schema 39% classes, 10% lines covered. GamePath 100% methods, 100% lines covered Server 80% methods, 77% lines covered