

# Refactoring (Testing) - README

## Test Strategy

The language used was C# with NUnit. The tests were developed to ensure that the current implementation of Gilded Rose behaves correctly according to the provided "Gilded Rose Specification".

Test cases were grouped by an items "type" (with its unique behavior):

- Standard Items
- Special Items
  - Aged Brie
  - Sulfuras
  - Backstage Pass

Each test executes only one daily update and checks for changes to Quality and SellIn.

## Test Coverage

### Standard Items

- Quality degrades by 1 when SellIn > 0
- Quality degrades by 2 when SellIn <= 0
- Quality does not go below 0
- SellIn decreases by 1 daily

### Aged Brie

- Quality increases by 1 daily when SellIn > 0
- Quality increases by 2 daily when SellIn <= 0
- Quality doesn't exceed 50
- SellIn decreases by 1 daily

### Sulfuras

- Quality is constant at 80
- SellIn doesn't change

### Backstage Passes

- Quality increases by 1 when SellIn > 10
- Quality increases by 2 when 6 <= SellIn <= 10
- Quality increases by 3 when 1 <= SellIn <= 5
- Quality drops to 0 when SellIn = 0
- Quality doesn't exceed 50
- SellIn decreases by 1 daily