

## Test Coverage of Classes List

Below is a list of all of the classes in our project. They are colour coded based on how much coverage they received from unit tests:

Red - Untested

Orange - Partially tested

Green - Fully tested

1. Components
  - a. AnimationComponent
  - b. CounterComponent
  - c. FixtureComponent
  - d. HitboxComponent
  - e. InteractionComponent
  - f. PlayerComponent
  - g. PositionComponent
  - h. TextureComponent
  - i. TooltipComponent
2. Constants
  - a. ActivityType
  - b. GameConstants
  - c. MoveDirection
  - d. PlayerConstants
3. Models
  - a. GameState
  - b. PhysicsPolygon
  - c. ScoreCalculator
4. Screens
  - a. EndScreen
  - b. InstructionScreen
  - c. Leaderboard
  - d. MainMenu
  - e. PlayerNameInput
  - f. Playing
5. Systems
  - a. AnimationSystem
  - b. CounterUpdateSystem
  - c. DebugSystem
  - d. InteractionOverlayRenderingSystem
  - e. MapRenderingSystem
  - f. PlayerInputSystem
  - g. PlayerInteractionSystem
  - h. StaticRenderingSystem
  - i. TooltipRenderingSystem
6. Utils
  - a. ChangeListener
  - b. LeaderboardManager