CS1632 – DELIVERABLE 2: Unit Testing Ruby Gold Rush

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<https://github.com/jmc282/D2>

**Summary**

We faced very few issues while writing the code for the game, and it was up and running fairly quickly. One minor issue we faced during development was figuring out the best way to display amounts of silver and gold in each different scenario without writing a lot of repetitive code with slight differences. Another issue we faced was having to change a lot of the code to fix rubocop offences because we wrote the majority of the game before ever running it on rubocop. The biggest problems occurred while writing tests. There was a lot of refactoring going on throughout each step of the process. We had to change many of the methods we had previously because they were untestable as they were, particularly methods that were impure. We solved these issues by moving some methods into different classes and modifying other methods to take the player as an argument, so that we could test them with fabricated player data. The changes were not difficult to implement, but were frequent and crucial.

