Junit Testing Assessment- 15th February

Testing Strategy

We decided before we started coding that we would implement a rigorous testing system from the outset. We would use apache Maven to manage the release cycle and assist us with installing Junit and producing documentation.

Taken from Jeremiahs Specification:

"We plan on creating a lot of unit tests to ensure our code is always working. This will free us from worrying if any new changes have broke any exiting features. As long as we have good, specific tests we can rest assure that our product is functioning as intended."

This sums up our approach to testing throughout the project, we aim to produce working tests for at least 80% of our code.

Testing Evidence

Examples of testing can be found in our subversion repository at:

https://codex.cs.bham.ac.uk/svn/teamjava/A2/trunk/src/test/java/com/giantcow/darkmatter/

Classes currently fully tested and documented include the following:

Matter class with tests written by Joss and Jeremiah.

Sprite class with tests written by Jeremiah

SpriteFactory class with tests written by Jeremiah

VelocityVector class with tests written by Charlie and Jeremiah

In the tests for these classes we have demonstrated an understanding of testing principles and produced appropriate Junit tests to test our classes.