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GameTest			42 ms
upload()	passed	40 ms	
init()	passed		
move()	passed		
setConfig()	passed	1 ms	
incrementScore()	passed	1 ms	
SaveControllerTest			479 ms
delete()	passed	462 ms	
init()	passed	1 ms	
save()	passed	16 ms	
HistoryTest			10 ms
isUndoAllowed()	passed	2 ms	
add()	passed	2 ms	
redo()	passed	2 ms	
undo()	passed	2 ms	
isRedoAllowed()	passed	2 ms	
NextMoveControllerTest			743 ms
next()	passed	743 ms	
GameControllerTest			601 ms
reset()	passed	365 ms	
loadSavedGame()	passed	11 ms	
loadNewGame()	passed	4 ms	
nextMove()	passed	221 ms	
DatabaseConnectorTest			28 ms
deleteMatch()	passed	7 ms	
updateMatch()	passed	7 ms	
createMatch()	passed	5 ms	
getConfig()	passed	1 ms	
getMatch()	passed	6 ms	
fetchAllConfigs()	passed	2 ms	
PositionTest			2 ms
getCol()	passed		
getRow()	passed	1 ms	
testToString()	passed		
incrementCol()	passed	1 ms	
incrementRow()	passed		
testEquals()	passed		
decrementCol()	passed		
decrementRow()	passed		
PieceTest			1 ms
getPosition()	passed		
getType()	passed		
move()	passed		
getOccupiedPositions()	passed		
getHeight()	passed		
getWidth()	passed	1 ms	
PuzzleTest			12 ms
getMainPiecePosition()	passed		
getPosition()	passed	2 ms	
restoreSnapshot()	passed	6 ms	
getTokenAt()	passed	1 ms	
getId()	passed		
reset()	passed	2 ms	
getPieces()	passed		
createSnapshot()	passed		
getPiece()	passed	1 ms	