

Exceptions for testing and coverage reports

Our project follows the Model-View-Controller design pattern. In the View directory all the code directly related to the GUI can be found. It is cumbersome to test the GUI due to multiple reasons.

Testing through the GUI requires a lot of work and a lot of knowledge about GUI testing tools. Unfortunately we lack that knowledge, as well as the time to test our software in that manner. Furthermore GUI tests can quickly be broken by modifications. Repairing them costs again a lot of time. Our opinion on this matter is that for our relatively small software it is not crucial to test through the GUI, as manual tests cost a lot less time.

Apart from the View directory, there are classes such as the GameController class that are strongly connected to the View. The GameController class sets up the game in terms of graphics, sounds, mouse events and so forth. Testing this class is challenging due to its binding with the View class.

All in all we find it reasonable not to test the classes in the View directory as well as the GameController class and exclude them from the coverage reports.