

## **Testing – Special Cases Document**

We decided not to test the classes in the `nl.github.martijn9612.fishy.states` package because these classes are all states of our game. These classes extend the `BasicGameState` class from the `Slick2D` library we use. The `BasicGameState` class itself has been tested by the people who created `Slick2D` a lot, otherwise it would not be available to the public. Because of this, and the fact that almost all methods in these classes are methods that need `OpenGL` context, we decided that we would not test these, and instead focus on the classes and methods that we ourselves wrote completely to make sure these worked according to plan.

The fact that `OpenGL` context is very hard to test, because we can't run the game while testing, we also decided not to test classes such as the `MusicPlayer`, `Button` and `SubmitScoreWidget`.

As for the other classes we tried to test as much as possible, resulting in a lot of classes with over 80% test coverage. The methods in these classes that are not tested usually use some kind of `OpenGL` context method which for example draws or renders something on the screen.