**Pokémon Battle Simulator Debugging Proposal**

Repository: <https://github.com/Luiserebii/Pokemon-Battle-Simulator>

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The source code in this simulator is used in other more advanced Pokémon simulators. We plan to conduct mock testing, blackbox, and whitebox testing. We plan on using tools such as JUnit and Mockito for testing as well as other tools such as JaCoCo for testing feedback. If we are unable to mock the client-server communication, we plan to do some other form of testing such as mutation testing. Our members will split work depending on what type of testing. If one type of testing requires less work, then that member will assist with other forms of testing as needed.

While the SUT doesn’t come with direct specifications or an API, the rules it uses are encoded into the mainline Pokémon games which we can use to facilitate blackbox testing.

Basic metrics:

* 1857 lines of Java.
* Ten classes corresponding to teams, moves, Pokémon, battles, etc., including client-server code.
* Many methods per class, from setters and getters to battle logic.

Language: Java

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| 4/6 | Divide Classes Between Members For Unit Testing |
| 4/13 | Finish Classes That Don’t Require Mock Testing |
| 4/20 | Finish All Testing |
| 4/27 | Finish Presentations |
| 4/29 | Finish Entire Project 😊 |