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**Tower Defense Metrics**

Number of Bugs – Number of bugs found during testing cycle that could be traced to a previous testing cycle.  
Lines of Code – Total number of lines of code, as reported by Metrics Tracking in Visual Studio  
Functionality – Number of different features provided  
Reliability – Number of times the program crashes during testing  
Documentation – Percentage of code per method that contains comments  
Test Points – Number of tests completed successfully, based on the number of assertions.   
  
2 Weeks before presentation  
Reliability – 2 crashes so far  
Test Points – 14 tests at 1 point each (future tests will be greater than one point based off of complexity and number of assertions)  
Functionality – Enemies Spawn and move automatically, Towers can damage and kill enemies, towers can be bought and sold. 3 total  
Documentation – 100% of methods have a comment associated with the method or its region  
Lines of code – 193 lines of code, not including lines that are only { or }, or declarations at the beginning of a class, hand counted  
Number of Bugs – 0  
  
1 Week before presentation  
  
Reliability – 40 crashes so far, mostly due to difficulty of testing graphics  
Test Points – 16/29 test points (based on number of assertions and weighted based on our judgement of relative test importance). Graphics testing is not able to be done in the way that we thought it would, so we will need to continue to look into how to properly test them,   
Functionality added – Enemies move towards castle and can damage & destroy castle, and do not move onto spaces occupied by towers.   
Documentation – 100% of methods have a comment associated with the method or its region  
Lines of code –  449 lines of code, as calculated automatically by the built-in Visual Studio metrics tracker. The numbers from the previous week were fairly close to the numbers we calculated by hand, so we figured this was a somewhat reliable resource.  
Number of Bugs – 0

Week of presentation

Reliability – An additional 30 crashes occurred bringing the total up to 70

Test Points – 25/25, based on the number of assertions. Additional tests we conducted by hand on the GUI that began this week, and the automated test cases we abandoned. Additional test cases we dropped based on needs of the GUI and the rewind feature.

Functionality added – Enemies moving on a path to the castle, different types of towers, difficulty settings, full internationalization, GUI

Documentation 100% of the methods have comments

Lines of code – 800 lines, with 563 lines of test cases, as defined by Visual Studios

Number of Bugs – 2. 1) Enemy movement becomes broken if trapped. Fixed by making a path

2) Rewinding messes up the wave. Fixed by added the wave to the rewind struct