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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.

Line of Code per method - Lines per method containing non-commented code

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

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

Number of Bugs - 0