                                                                                          Brian Baro

Jackson Melling

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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  
  
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