# **Surefire Report**

## **Summary**

[Summary] [Package List] [Test Cases]

Tests	Errors	Failures	Skipped	Success Rate	Time
18	0	0	0	100%	4.017

Note: failures are anticipated and checked for with assertions while errors are unanticipated.

# **Package List**

[Summary] [Package List] [Test Cases]

Package	Tests	Errors	Failures	Skipped	Success Rate	Time
	18	0	0	0	100%	4.017

Note: package statistics are not computed recursively, they only sum up all of its testsuites numbers.

	Class	Tests	Errors	Failures	Skipped	Success Rate	Time
Δ	EnemyTest	2	0	0	0	100%	0.815
<u> </u>	GameTest	5	0	0	0	100%	3.202
<u> </u>	ItemTest	7	0	0	0	100%	0
Δ	PlayerTest	4	0	0	0	100%	0

#### **Test Cases**

[Summary] [Package List] [Test Cases]

**EnemyTest** 

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<u> </u>	testMove	0.788
<u> </u>	testDeepCopy	0

## GameTest

<u> </u>	undoTest	0.732
<u> </u>	ItemsTest	0.667
<u> </u>	winTest	0.601
<u> </u>	playerDirectionChange	0.601
<u> </u>	playerMove	0.599

## ItemTest

<u> </u>	GenericItemTest	0
<u> </u>	HiderItemTest	0
<u> </u>	ClueItemTest	0
<u> </u>	CloneTest	0
<u> </u>	StarTest	0
<u> </u>	NoteTest	0
<u> </u>	ItemContainerTest	0

## PlayerTest

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<u> </u>	testInventory	0
<u> </u>	testEquality	0
<u> </u>	testHealth	0
<u> </u>	testHidden	0

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