COVERAGE TEST DOCUMENTATION

With our test we covered all model classes with an average of 94%.
We covered all the critical point in this project like StateManager, GodFactory and CheckingUtility; we considered this classes critical because power of god, flow of the game and the calculation of possible action are what characterized this game. Part of classes like TurnManager, LobbyManager are low covered because we didn't consider getter and setter.

Class			
IslandBoard	100% (1/1)	100% (6/6)	93% (14/15)
GodChoice	100% (1/1)	100% (5/5)	93% (29/31)
Player	100% (1/1)	95% (60/63)	94% (110/116)
TableXML	100% (1/1)	100% (13/13)	95% (96/101)
PowerActivationState	100% (1/1)	100% (5/5)	96% (27/28)
ReadyForActionState	100% (1/1)	100% (13/13)	96% (84/87)
MoveOnOccupiedDecorator	100% (1/1)	100% (11/11)	97% (91/93)
CheckingUtility	100% (1/1)	96% (27/28)	97% (157/161)
WorkerSettingState	100% (1/1)	100% (13/13)	98% (71/72)
ActionState	100% (1/1)	100% (17/17)	98% (78/79)
StateManager	100% (2/2)	97% (38/39)	98% (184/187)
DefinedValues	0% (0/1)	100% (0/0)	100% (0/0)
FinalCommunication	0% (0/1)	100% (0/0)	100% (0/0)
ReplyCommand	0% (0/1)	100% (0/0)	100% (0/0)
RequestCommand	0% (0/1)	100% (0/0)	100% (0/0)
FlowChanger	100% (1/1)	100% (0/0)	100% (1/1)
WinConditionAB	100% (1/1)	100% (0/0)	100% (1/1)
Lobby	100% (1/1)	100% (3/3)	100% (7/7)
EndGameState	100% (1/1)	100% (3/3)	100% (10/10)
BaseWinCondition	100% (1/1)	100% (2/2)	100% (11/11)
WorkerSpaceCouple	100% (1/1)	100% (6/6)	100% (12/12)
CompleteTowerWin	100% (1/1)	100% (3/3)	100% (13/13)
AbstractActionState	100% (1/1)	100% (3/3)	100% (14/14)
State	100% (1/1)	100% (6/6)	100% (14/14)
AdditionalMoveFlow	100% (1/1)	100% (4/4)	100% (15/15)
Line	100% (1/1)	100% (8/8)	100% (25/25)
EndTurnState	100% (1/1)	100% (7/7)	100% (26/26)
LastChange	100% (1/1)	100% (15/15)	100% (26/26)
ColorSettingState	100% (1/1)	100% (4/4)	100% (27/27)
GodSetState	100% (1/1)	100% (5/5)	100% (27/27)
AdditionalBuildFlow	100% (1/1)	100% (8/8)	100% (63/63)
GodFactory	100% (1/1)	100% (15/15)	100% (111/111)
ActionStateDecorator	100% (1/1)	33% (2/6)	55% (5/9)
Space	100% (1/1)	83% (10/12)	82% (19/23)
Parser	100% (1/1)	100% (2/2)	86% (26/30)
JumpMoreLevelsWin	100% (1/1)	100% (4/4)	88% (15/17)
Visitor	100% (1/1)	84% (11/13)	88% (16/18)
TurnManager	100% (1/1)	100% (18/18)	90% (74/82)
Worker	100% (1/1)	86% (40/46)	90% (88/97)
NameSettingState	100% (1/1)	100% (5/5)	92% (26/28)
LobbyManager	100% (1/1)	100% (6/6)	92% (46/50)

CRITICAL ISSUES

1. In our tests with terminal it very rarely happens that GUI throws NullPointerException because of JavaFX library (probably it doesn't load the scene).
2. Sometimes the server/client while running the jar from terminal gets stuck, to continue it's necessary to press ENTER or in GUI resize the window.
3. If quit button is pressed twice JavaFX generates an error because it doesn't close fast enough.