

## ST&V Project 1

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- **General Statistics**

*Note: All statistics are taken from the Code Metric Results*

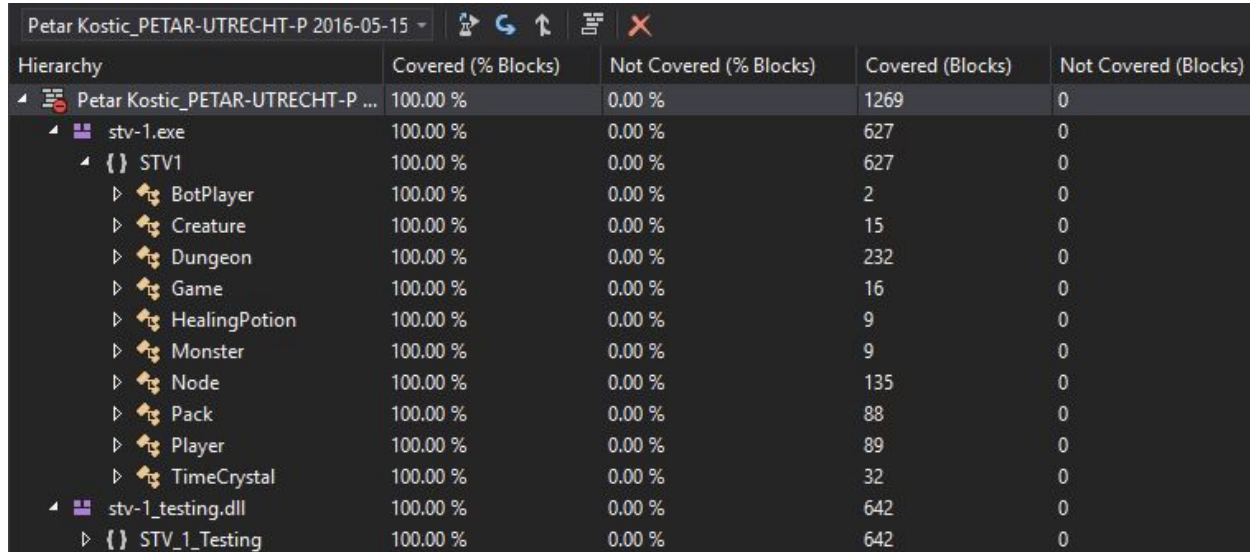
N = total # classes	12
locs = total # lines of code	334
Locs <sub>avg</sub> = average # lines of code	27.833...
M <sub>avg</sub> = average # methods per class	71/12 = 5.916...
Cabe <sub>avg</sub> = average McCabe complexity	162/12 = 13.5 (?)
Cabe <sub>max</sub> = max. McCabe complexity	162

- **Statistics of your unit-testing effort:**

N	11 (only Program is not tested)
Tlocs	385
Tlocs <sub>avg</sub>	35
E	6
E <sub>avg</sub>	0.54
Bugs	12 (that we fixed afterwards)

**3. Overview of your unit-test strength. List the classes included in your unit testing, and give your delivered coverage for each of those classes. Also mention the overall coverage over those classes (if this information can be obtained, else you can give the average).**

We can summarize this by giving you a screenshot from Visual Studio:



Hierarchy	Covered (% Blocks)	Not Covered (% Blocks)	Covered (Blocks)	Not Covered (Blocks)
Petar Kostic_PETAR-UTRECHT-P ...	100.00 %	0.00 %	1269	0
stv-1.exe	100.00 %	0.00 %	627	0
{ } STV1	100.00 %	0.00 %	627	0
BotPlayer	100.00 %	0.00 %	2	0
Creature	100.00 %	0.00 %	15	0
Dungeon	100.00 %	0.00 %	232	0
Game	100.00 %	0.00 %	16	0
HealingPotion	100.00 %	0.00 %	9	0
Monster	100.00 %	0.00 %	9	0
Node	100.00 %	0.00 %	135	0
Pack	100.00 %	0.00 %	88	0
Player	100.00 %	0.00 %	89	0
TimeCrystal	100.00 %	0.00 %	32	0
stv-1_testing.dll	100.00 %	0.00 %	642	0
{ } STV_1_Testing	100.00 %	0.00 %	642	0

**4. Make a table of summarizing the contribution of each team member, along with estimated relative effort-percentage of each.**

We all agree that everyone contributed an equal amount (33.33..% each) :)

**Petar** did most of the Test methods and fixing the methods that the other team members implemented in order to make the testing work together

**Bor** did most of the dungeon generation

**Mark** did most of the interaction and combat

Everyone worked on testing the specific things they worked the most on, and most of the time we all worked together using tools such as teamviewer and skype to be able to see each others screens. Everyone was involved in the entirety of the project.