

Software testing
Project: Iteration-1
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N = total # classes	16
locs	329
locs _{avg}	20.5
M _{avg}	3.2
M _{max}	10
cabe	139
cabe _{avg}	8.7

N'	16
T	52
Tlocs	558
Tlocs _{avg}	34.9
E	9 hours
E _{avg}	0.6 hours
bugs	11

Command: 100%
Creature: 100%
Monster: 100%
Player: 100%
Dungeon: 100%
Node: 100%
Bridge: 100%
Game: 100%
GameCreationException: 100%
Item: 100%
HealingPotion: 100%
Crystal: 100%
Pack: 100%
Predicates: 100%
Logger: 100%

RandomGenerator: 100%

Total: 100% block coverage

Contribution percentage:

Gideon Ogilvie	33.3333...%
Gijs Nieuwkoop	33.3333...%
Lennart van Koot	33.3333...%

We did everything together, switching up who was coding every so often. But the thinking part was a group effort.