**Guideline to Test the Final Project**

**Guideline to test testclasses fro logic:**

* In order to test the Testclass for each class follow the following steps:
  + Download the final project from our repository
  + Download the junit-4.12 and hamcrest-core-1.3
  + Make sure that all downloaded files are in the same directory
  + Use the first command to compile and second to test the testclass

1. javac -cp .;junit-4.12.jar;hamcrest-core-1.3.jar \*.java
2. java -cp .;junit-4.12.jar;hamcrest-core-1.3.jar org.junit.runner.JUnitCore <test class>
   * Open your command prompt on your device
   * Make sure that you are in the correct directory
   * Now compile all your classes using the commands provided above.
   * After that to test for a particular class use the appropriate command (which is provided above) and put the correct name of the testclass.

**Guideline to test GUI:**

* You have to manually test the GUI, unlike the logic classes, follow the following steps to successfully test the GUI:
  + Download the final project form our repository if you have not downloaded it.
  + Then compile all the classes using the command javac \*.java
  + Then run the GUIAnimationApp by using the following command java GUIAnimationApp
  + You can move the Avatar using A to move left, S to move down, D to move right and W to move up.
  + You can shoot by using the mouse (use your cursor to aim and mouse click to shoot and will only shoot in 8 directions)
  + There are 3 enemies, 3 obstacles, 3 hearts and 3 collectables.
  + Enemies will move randomly and will shoot to the left every couple seconds and the Avatar cannot pass over the obstacles.
  + You have to press ‘T’ to start the game and the end of the game press ‘R’ to restart and ‘Q’ to quit.
  + If the user losses all the health before collecting all the collectables and the user lost the game, an end game screen pop ups.
  + If the user wins the game then an end game screen pop ups.
  + The health of the Avatar and collectables collected is reflected on the left top corner.
  + If the user collects hearts then the health of the Avatar increases.
  + User can also restart the game when while playing or quit the game in between by using ‘R’ and ‘Q’ respectively.