

M2:

The testing process for M2 largely involved testing the functionality of the initial configuration scene, as it is the only controller that currently executes system logic. This, along with some of the entity class methods were chosen to be tested as we can currently define the requirements of their methods. The two methods in `RiggyConfigTest.java` test to see if the `InitialConfigurationController` properly produces the initial player and game objects. In the first method, we call several `InitialConfigurationController` methods such as `nameHandler` and `CropHandler` to assign values to local variables. We then created a player and then returned that player and checked the player's fields to the fields of a test player object. In the second method, we run `InitialConfigurationController` methods with the same values and some new values like a `Season` value. I then initialize a game object and check the game object's values against a test game object. The tests in `VinnieConfigTest.java` test the functionality of the difficulty setting logic, and the setting of the players starting money according to that difficulty, as well as the `add Crop` method within the player entity class. The first tests pass in a difficulty value to the handler, and initializes a player with this value, then asserts that the money value is the intended according to the difficulty. The other test initializes a player with a default starting crop, then performs the `add Crop` method and tests to ensure that the hashmap stores the quantity value of 1 for the newly added crop. The other tests follow similar methodology, and verify the functionality by testing the controller's functions and asserting that the created player's fields are correct.