

M3 Testing Deliverable:

The components chosen to be tested for this milestone were the overall functionality of the Inventory object, such as adding and removing crops from the inventory, the buy and sell functionality of the marketplace controller, as well as the harvest functionality of the plotcontroller. The inventory was tested by simulating a new player object and adding duplicate crops, then removing those crops, testing the edge cases to ensure that the inventory would not exceed capacity, and that the correct crop would be removed based on the crop name passed in. For the buy and sell functionality of the marketplace controller, a simulated sell and buy operation was enacted, and the test checks to ensure that the players inventory was correctly updated, and their money was correctly updated. Finally, for the harvest test, the test adds a new crop to the players first plot, then simulates the harvest method on that plot, and then checks to ensure that the player gained a crop in their inventory and that the plot now contained no crops in it.