

M5 Testing Deliverable:

The testing for this milestone involved testing the random weather events associated with the seasons of the game, as well as the pesticide and fertilizer actions on planted crops. The SeasonTest class involves testing the changing of seasons, the effects of rain events, and the effects of drought events. This is done by iterating the day and checking to ensure that after a period of days, the game season changes to its proper next season. Then, for the drought and rain events, the weather event is called, and the test checks to ensure that all crops effectively had their water level reduced or increased depending on the event. The remaining new M5 tests are within the GrowCropTest class with a fertilizer level test, and a pesticide test. The fertilizer test simply checks to ensure that the giveFertilizer method effectively raises a plot's fertilizer level, and thus increases its growth time. The pesticide check ensures that when the sprayPesticide method was used it effectively changes a crop's Boolean value for pesticide to "true", and reduces the value of its base price.