**Exercise 3 - A Terminal-based Tutto Game - Testing**

**Testingmethology**

For the Testing of the game, we followed the approach of chapter 5 and created for each Class in the Implementation a TestingCalss named with “Test” as ending. For example, for the class Player we created a PlayerTest class. Each Test Class contains various individual test which can be run as standalone, or one can run the entire test class with all included test.

**Testclasses**

In total we created 3 test classes. These are CellTest, GridTest, and PlayerTest. These Classes are the fundamental Classes for the creation of the Objects used in the GameOfLife.