**Team:** White Beard

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**Project Location:** https://github.com/tope018/CSC439\_Project

**Project Overview**

The Brain Phaser Android mobile application is a quiz-style game that allows users to answer trivia questions on a subject of their choice. In its current iteration, the application allows for either a single user, or a pair of users.

**Testing Procedures:**

One Java class was added for each of the three newly-added game modes in the Brain Phaser application. JUnit tests were created for each of these classes to test the accuracy of question grading and game-ending event methods.

Without the use of mock objects, all-encompassing testing is unrealistic. Total overall code coverage for game modes remains the same, and covers all logic methods within each mode.

**Continuous Integration:**

Jenkins software was used to implement continuous integration on the updated Brain Phaser application. The following plug-ins were manually installed along with Jenkins software to aid in smooth CI: Git, GitHub, Gradle, Android, Git, and JUnit.

Initially, implementation of continuous integration was unsuccessful. The Jenkins software created a second user account, causing conflict in locating necessary files within the project. After the necessary files were transferred to a location accessible by the new user account, Jenkins could locate the SDK and subsequent builds were successful. We received help in determining the cause of this issue from another classroom team.

