

Executive Summary

In order to successfully carry out tests on the required methods of the Adventure Game program, a JUnit4 test suite, AllTest, containing three test classes, PlayerTest, RoomTest and DoorTest, was created. This test suite allows for streamlined execution of the three test classes. Methods tested within each test class are listed below. To determine test coverage, the Eclipse plugin for EclEmma was used. Coverage was only looked at for the methods directly tested within the test suite. For the PlayerTest class, six methods were tested with seventeen individual JUnit test methods being run. For the RoomTestClass, six methods were tested with twelve individual JUnit test methods being run. For the DoorTest class, only one method was tested using four individual JUnit test methods. After successfully running all tests, 100 percent test coverage was reached with zero failures.