**Coffee Maker Quest**

**Ginger Mulky & Justin Papez**

**CS 1699 - DELIVERABLE 2: Unit Testing and Code Coverage**

* Add a description of issues you faced when writing these tests and problems you would expect going forward based on your experiences. If any tests you wrote fail, they should be included here, along with why you think that they are failing.
  + Two tests failed (intentionally).
    - <https://github.com/jjp75/CS1699-Deliverable2/blob/master/Screenshots/Executed%20Unit%20Tests/GameTest.png>
* At the end of this section, note where your code is located (a link to the repository). <https://github.com/jjp75/CS1699-Deliverable2>
* After this, ON A SEPARATE PAGE, include a screen shot of the executed unit tests. Note that not all tests have to pass! However, if a test doesn't pass, it should be included in the concerns section above.
  + <https://github.com/jjp75/CS1699-Deliverable2/tree/master/Screenshots/Executed%20Unit%20Tests>
* ON A SEPARATE PAGE, include either a screenshot or output from a code coverage tool of your tests and the object they cover.
  + <https://github.com/jjp75/CS1699-Deliverable2/tree/master/Screenshots/Code%20Coverage%20Tool>
* I think this is all we need to have, please double check though because I can be forgetful.