Test Coverage

EntityTest - 27% methods, 31% lines

FireEngineTest - 62% methods, 82% lines

FireStationTest - 100% methods, 57% lines

FortressTest - 50% methods, 25% lines

PauseScreenTest - 83% methods, 72% lines

UnitTest - 66% methods, 68% lines

Totals:

AlienPatrol - 0% methods, 0% lines

Bullet - 0% methods, 0% lines

Dimensions - 100% methods, 100% lines

Entity - 45% methods, 35% lines

FireEngine - 62% methods, 82% lines

FireStation - 100% methods, 57% lines

Fortress - 50% methods, 25% lines

HitBox - 33% methods, 18% lines

Tower - 100% methods, 100% lines

Unit - 66% methods, 68% lines

KROY - 0% methods, 10% lines

Point - 100% methods, 100% lines

GameOverScreen - 0% methods, 0% lines

GameScreen - 4% methods, 0% lines

MainMenuScreen - 0% methods, 0% lines

PauseScreen - 83% methods, 72% lines

Overall - 63% classes, 19% lines