

CocoMUD client - Feature #97

Add tests on the client's feature

05/19/2017 08:11 PM - Vincent Le Goff

Status: In Progress	% Done: 10%
Priority: Normal	
Assignee:	
Category: Stability	
Sprint/Milestone:	
Description So far, tests are only performed on the SharpScript engine, which is important but not sufficient. A lot of tests could be performed without the user interface being active. Some mocking would be required. These features should remain stable no matter the modification, and unittests are an excellent tool to ensure compatibility. It would be worth spending time puzzling over the mocking of the user interface as well, to ensure the main features remain always accessible no matter what.	

History

#1 - 05/19/2017 09:24 PM - Vincent Le Goff

- Checklist item [] Add tests for command stacking added
- Status changed from Open to In Progress

#2 - 05/20/2017 01:43 AM - Vincent Le Goff

- Checklist item [x] Add tests for aliases set to Done

Added in commit [704e1164f40823a0b7ba63984b009c9f93ed6f2b](#).