

As shown in the coverage report, the *total* code coverage appears quite low (15-20%). However, this is primarily due to the fact that the structure of the game means that there are a couple of main game classes that do the heavy lifting of rendering and asset management. These classes can't be tested because libGDX doesn't support asset loading in its headless backend, which is necessary for many of the libGDX objects used in their methods.

Looking only at the object classes that we can test, you can see that the majority of them have much closer to complete coverage (70-90%). This is reflected in the coverage badges displayed on the website, which show the current coverage of all classes that have >0% coverage, this coverage stands at 80-85% for branch coverage and 40-45% for instruction coverage.