

Comments on UI Doc and Test Spec for CS22120 Group 1

Quality Assurance

Your repository looks reasonably well-ordered. A few items at top level that would be better off in some sub directories, but most things in the right place.

Front and header of UI Spec say version 1.0 and Document History says 1.1 - which is it?

Otherwise you seem to be observing the document standards well.

UI material - document

Good, imaginative set of typical users - I especially liked the colour blind ones.

The use cases are at the right level, and have a suitable amount of detail. Doesn't mention having 3D/2.5D/2D views. You also don't say or show anything about how I see all of the letters in 3D mode.

Your LaTeX isn't quite right in section 4.1.1. Left hand column goes far too much to the left. Error conditions are quite long, but not sure how many of them are useful. Some very good ones, such as looking for a recent grid that has since been moved.

I'd probably have put entering a wrong word into error conditions. I'm also not convinced what you said to do about it - if I was entering the word via clicking buttons, I'm fairly sure that I'd prefer for it to delete the word rather than let me alter it. If I'm entering the letters by hand, then do you indicate the word is not allowed once it is complete, or when an illegal sequence of letters is entered?

You don't seem to show the score during a game - this is probably because it is not included in your finding a word use case.

UI Material - presentation

This document should have sets of screens that match the different use cases explicitly (e.g. 3.1.2 Compete against a saved grid). Lots of good detail though.

Clicking on a letter screen - shouldn't it show the selected letter as part of the word below?

Test Spec

FR1 tests (e.g. 002) imply that user name is entered at the start. Use cases say it is at the end - which is it?

006 - As someone with an 11 letter first name, I object to your arbitrary limit of 10 letters for a first name.

007 - and if I was a Chinese person called Li, I'd object to having to have 3 letters as well.

017 Slight problem here - you want to be saving as well as loading, or how do you check the previous grid has been loaded? It might just be generating another random grid.

025 The system tester can only do user-level things, so I don't think they can erase the high scores (I don't see a button for it). However, if the system delivers with an empty table (or one with very low scores), then it should be OK to just say play until you get a high score.

032 says "grit" when it means "grid".

033 seems to have lost its special characters - it just says "Grid", which should be fine.

037 I didn't see how to do that from the use cases or presentation.

038 Probably should say in output that letters that can be selected next are indicated.

039 Is the question mark because you don't know how to undo?

042 The word you submit needs to be a legal word, or you won't be in the right state. Pass criteria says "All letters that were not used...". ?Doesn't it make more sense without the "not"?

Test for FR10 is a bit ambiguous - is it testing game score or word score. Can't test word score easily if you aren't showing it.

Lots of really good tests though.