Accademic Year: 2023-2024

POLITECNICO
MILANO 1863

Acceptance Test Document

CodeKataBattle

SOFTWARE ENGINEERING 2

PROFESSOR DI NITTO ELISABETTA

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Contents

1. PROJECT ANALYZED

- Authors:
  - Ignacio Bascuñan
  - Sebastian Ballesteros
- Repository link:
  - https://github.com/sebastianballesteros/BallesterosBascunan
- Reference documents:
  - The documents in the GitHub repository linked above.

2. INSTALLATION SETUP

The presented project has one positive feature to highlight, and that is the ability to try out the application in preview via the link to the website on which it is hosted. This gives users an immediate and accessible view of all the features implemented so far.

However, there is a gap regarding clarity about the process of running the application locally. This lack of detail makes it difficult for external developers to fully understand how to install and use the application on their device. To improve the experience of external developers and ensure greater accessibility, it would be beneficial to provide more detailed and complete instructions on how to run the application locally, including all the steps and requirements needed to do so successfully.

3. TEST CASE

During the execution of the tests, several critical issues emerged that required prompt and thorough action. Initially, the procedure to execute the tests was unclear as there was a lack of detailed guidance on the changes needed to properly initiate the process, such as the required changes to the .env file. This lack of clarity led to numerous errors in test execution, even when the code was correct, highlighting a discrepancy between the actual implementation and the usage expectations. However, after obtaining clarification from the developers on the correct changes to be made, the tests were executed without further difficulty.

Second, there was a significant gap in test coverage, highlighted by the fact that critical aspects such as checking the maximum number of students per team against the minimum number were not adequately tested. This gap became apparent during testing on the actual application, thus highlighting a potential risk of errors in the operation of the application itself.

Given these issues, it is essential to immediately address the critical issues found to ensure a complete and reliable testing process. This process should be able to thoroughly verify all the essential requirements of the system and ensure its proper functioning in all its key functionalities. Only through thorough analysis and proactive action will it be possible to mitigate risks and consolidate the application's robustness in the operational environment.

4. ADDITIONAL POINT

The repository presented is well organized, with a logical structure of project files and resources. This facilitates understanding and navigation for both internal and external developers who will need to interface with the code.

An additional strength is the use of the Swagger API to automatically generate complete application documentation. The use of this set of tools has made every aspect of the implementation, from API structures to data management, extremely understandable.

The adoption of these tools has improved the clarity and understandability of the code, proving important for both internal development and external collaboration. This clarity has allowed some functional gaps to be identified, such as the absence of the ability to add collaborators to tournaments or the failure to issue email notifications to registered students following the creation of tournaments or battles.

In summary, the approach taken made the code transparent and accessible, highlighting the parts where action is needed to implement missing functionality and improve the overall experience of the application.

5. EFFORT SPENT

In the following tables we will summarize the effort spent by each member of the team on the ATD Document

- Conti Alessandro

Chapter	*Effort (in hours)*
1	1
2	1
3	1
4	1

- Di Paola Antonio

Chapter	*Effort (in hours)*
1	1
2	1
3	1
4	1

6. REFERENCES

- GitHub was used to fetch the implementation of the application
- UNIX shell was used to run the tests as explained by the developers