**RACING TO THE END OF THE UNIVERSE TEST REPORT**

**Item being tested:** Racing to the end of the universe Pygame

**Date:** 18/6/2019

**Tester:** Pedro Oste

**Type of test:** Black box test

**Test of saving inappropriate names:**

Test data using expected results

|  |  |  |
| --- | --- | --- |
| **Name** | **Expected result** | **Error response** |
| Pedro | Score saved | None |
| Fred | Score saved | None |
| poo | Inappropriate name | None |
| arse | Inappropriate name | None |
| Arse | Inappropriate name | None |
| mister42 | Score saved | None |
| Sister69 | Inappropriate name | None |
| (blank name) | Inappropriate name | None |

Test data with actual results:

|  |  |  |
| --- | --- | --- |
| **Name** | **Actual result** | **Error response** |
| Pedro | Score saved | None |
| Fred | Score saved | None |
| poo | Inappropriate name | None |
| arse | Inappropriate name | None |
| Arse | Inappropriate name | None |
| mister42 | Score saved | None |
| Sister69 | Score saved | None |
| (blank name) | Score saved | Causes future errors when reading the file |

Discussion:

Most results were as expected, the inappropriate name checking is working well only experiencing a few issues. The code knows to covert all names to lower case which works well with error checking. However, there were a few exceptions to this.

* Sister69:

While saving names with numbers is permitted, the number 69 cannot be allowed as it is inappropriate. To fix this issue I have added in the number 69 to the inappropriate name list.

* (Blank name):

Blank names are not permitted as they cause issues when reading the files further down the code when the highscore menu is accessed. To fix this issue I added a blank name to the list of inappropriate names.

**Test of missing files:**

Test data using expected results

|  |  |  |
| --- | --- | --- |
| **Missing file** | **Expected result** | **Expected error** |
| Background road.png | error: 'name ' could not be found | Pygame window python code closes |
| Background sfx.wav | 'error loading sfx' | Pygame window python code closes |
| Todays highscores.txt | New file created |  |

Test data using actual results:

|  |  |  |
| --- | --- | --- |
| **Missing file** | **actual result** | **actual error** |
| Background road.png | error: 'name ' could not be found | Pygame window python code closes |
| Background sfx.wav | 'error loading sfx' | Pygame window python code closes |
| Todays highscores.txt | New file created |  |

Discussion:

All tests performed as expected. Further checking was required and fulfilled when completing testing the todays highscores.txt as it is accessed from different aspects.

Todays highscores.txt was checked when saving a score and when reading highscores in the highscore menu. All went to plan with no errors or programme crashes.