Blake Collins Test Plan

Introduction

Section 1: Objectives

The objective of this project was to create a randomly selected puzzle room with a timer implemented to measure how long it takes to complete. Some of these features are still being implemented and more have been scrapped in development of the project and realization of the scope of the project and setting more reasonable expectations.

Section 2: Scope

The objectives as currently being made by the programmer is:

1. 3 rooms with a puzzle each

2. Many choices within those rooms

The scope of the project is far larger than I thought and I am currently working to see how I can make the project stand out more in comparison, such as through the implementation of a timer system to measure how long it took to complete the adventure.

Section 3: Test Approach

Testing shall be performed both by a constructed gtest testing suite and at least three volunteers who will be given access to the github to test the code for themselves, as well as the instructor.

Deliverables:

First Iteration

Second Iteration

Third/Final Iteration

How to test:

From FinIter, use "make" command or just use existing executable ./spook

For the automatic test, go to TestIter and use "make test" or use the existing executable ./test

Tests with the automatic testing is used with a nested gtest library and the code for it is in

whattotest.cpp using variants of the functions without the need for user input.