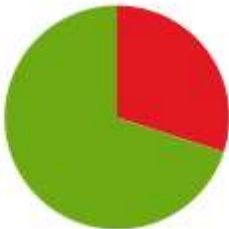


# Test Report for Test-suite Auto\_UI\_Tests.qft

## Summary

test-suite file	Auto_UI_Tests.qft
Directory	...
Test-run ID	240518173302
Start time	2024-05-18 17:33:02
Executed by	Adam
Host	Adam-pc
Operating system	amd64-Windows 10-10.0
Java version	17.0.11+9
QF-Test version	7.1.3



● failed ● passed ● not executed

- |   |   |   |                                      |
|---|---|---|--------------------------------------|
| # | Total number of test cases                | ⏸ | Number of skipped test-sets          |
| ! | Number of test cases with exceptions      | ⏸ | Number of not implemented test cases |
| — | Number of test cases with errors          | ▶ | Number of executed test cases        |
| — | Number of test cases with expected errors | % | Percent test cases passed            |
| + | Number of successful test cases           | 🕒 | Time spent in tests                  |
| » | Number of skipped test cases              | 🕒 | Elapsed realtime                     |

### Overall result

Overall result		#	!	—	—	+	»	⏸	⏸	▶	%	🕒	🕒
—	4 errors	10	0	3	0	7	0	0	0	10	70	30 s	30 s

- Overview: Test-s...
- Overview: Test-sets and test cas...
- Overview: Err...
- Deta...

























Summary > .../Auto\_UI\_Tests.qft

## Overview: Test-sets

Test-set	Description	#	!	—	—	+	»	⏸	⏸	▶	%	🕒	🕒
App tests		10	0	3	0	7	0	0	0	10	70	30 s	30 s


Summary > .../Auto\_UI\_Tests.qft

## Overview: Test-sets and test cases

Test-set/Test case		Description	Result		
	 App tests		4 errors	30 s	30 s
	 Saboteur breaks pipe2, Mechanic repairs pipe2		Passed	512 ms	512 ms
	 Broken pipe, saboteurs win		Passed	404 ms	404 ms
	 Game ends, summary shown		Passed	339 ms	339 ms
	 Start game with 9 rounds and 4-4 Mechanics and Saboteurs		Passed	341 ms	341 ms
	 M0 moves to pipe 2, M1 and S0 tries to move to pipe 2		Passed	425 ms	425 ms
	 Mechanic can pick up only close pipe		1 error	911 ms	1 s
	 Saboteur1 break&make pipe1slippery & Saboteur2 break&glue pipe2		Passed	511 ms	511 ms
	 Mechanic can pick up only close pipe		2 errors	2 s	2 s
	 Can't move when stepping on a glued pipe (same round)		Passed	431 ms	431 ms
	 Move back to slippery pipe		1 error	1 s	1 s

› Summary › .../Auto\_UI\_Tests.qft

## Overview: Errors

Test case	Message	Screenshot
  Mechanic can pick up only close pipe	The images don't match.	Screenshot of screen 2 Screenshot Sivatagi Vízhalózat [Nomadok ] Screenshot expected Screenshot actual Screenshot xor Screenshot difference
  Mechanic can pick up only close pipe	Mismatch Expected: 'M0 has: nothing' Got: 'M0 has: pipe 4'.	Screenshot of screen 2 Screenshot Sivatagi Vízhalózat [Nomadok ]
  Mechanic can pick up only close pipe	Mismatch Expected: 'M0 has: nothing' Got: 'M0 has: pipe 1'.	Screenshot of screen 2 Screenshot Sivatagi Vízhalózat [Nomadok ]
  Move back to slippery pipe	Location mismatch Expected x-coordinate: '397' Got x-coordinate: '91'.	

## Details



### Test-set: "App tests"

Result: 4 errors

	Test case	Description	Result		
+	Saboteur breaks pipe2, Mechanic repairs pipe2		Passed	512 ms	512 ms
+	Broken pipe, saboteurs win		Passed	404 ms	404 ms
+	Game ends, summary shown		Passed	339 ms	339 ms
+	Start game with 9 rounds and 4-4 Mechanics and Saboteurs		Passed	341 ms	341 ms
+	M0 moves to pipe 2, M1 and S0 tries to move to pipe 2		Passed	425 ms	425 ms
-	Mechanic can pick up only close pipe		1 error	911 ms	1 s
+	Saboteur1 break&make pipe1slippery & Saboteur2 break&glue pipe2		Passed	511 ms	511 ms
-	Mechanic can pick up only close pipe		2 errors	2 s	2 s
+	Can't move when stepping on a glued pipe (same round)		Passed	431 ms	431 ms
-	Move back to slippery pipe		1 error	1 s	1 s



### + Test case: "Saboteur breaks pipe2, Mechanic repairs pipe2"

Result: Passed



### + Test case: "Broken pipe, saboteurs win"

Result: Passed

› Summary › .../Auto\_UI\_Tests.qft › App tests



### + Test case: "Game ends, summary shown"

Result: Passed

› Summary › .../Auto\_UI\_Tests.qft › App tests



### + Test case: "Start game with 9 rounds and 4-4 Mechanics and Saboteurs"

Result: Passed

› Summary › .../Auto\_UI\_Tests.qft › App tests



### + Test case: "M0 moves to pipe 2, M1 and S0 tries to move to pipe 2"

Result: Passed

› Summary › .../Auto\_UI\_Tests.qft › App tests



### - Test case: "Mechanic can pick up only close pipe"

Result: 1 error

#### Test-step/Message



 Mechanic can pick up only close pipe

911 ms 1 s



 The images don't match.

Screenshot of screen 2  
Screenshot Sivatagi Vízhálózat [Nomadok ]  
Screenshot expected  
Screenshot actual  
Screenshot xor  
Screenshot difference

› Summary › .../Auto\_UI\_Tests.qft › App tests



### + Test case: "Sabouter1 break&make pipe1slippery & Sabouter2 break&glue pipe2"

Result: Passed

## ➖ Test case: "Mechanic can pick up only close pipe"

Result: 2 errors

### Test-step/Message



🔗 Mechanic can pick up only close pipe

2 s 2 s



➖ Mismatch Expected: 'M0 has: nothing' Got: 'M0 has: pipe 4'.

Screenshot of screen 2  
Screenshot Sivatagi Vízhálózat  
[Nomadok ]



➖ Mismatch Expected: 'M0 has: nothing' Got: 'M0 has: pipe 1'.

Screenshot of screen 2  
Screenshot Sivatagi Vízhálózat  
[Nomadok ]

## ➕ Test case: "Can't move when stepping on a glued pipe (same round)"

Result: Passed

## ➖ Test case: "Move back to slippery pipe"

Result: 1 error

### Test-step/Message



🔗 Move back to slippery pipe

1 s 1 s



➖ Location mismatch Expected x-coordinate: '397' Got x-coordinate: '91'.