

Automated Testing

CSCI 3308 Software Development Methods and Tools Final Project: Part 3

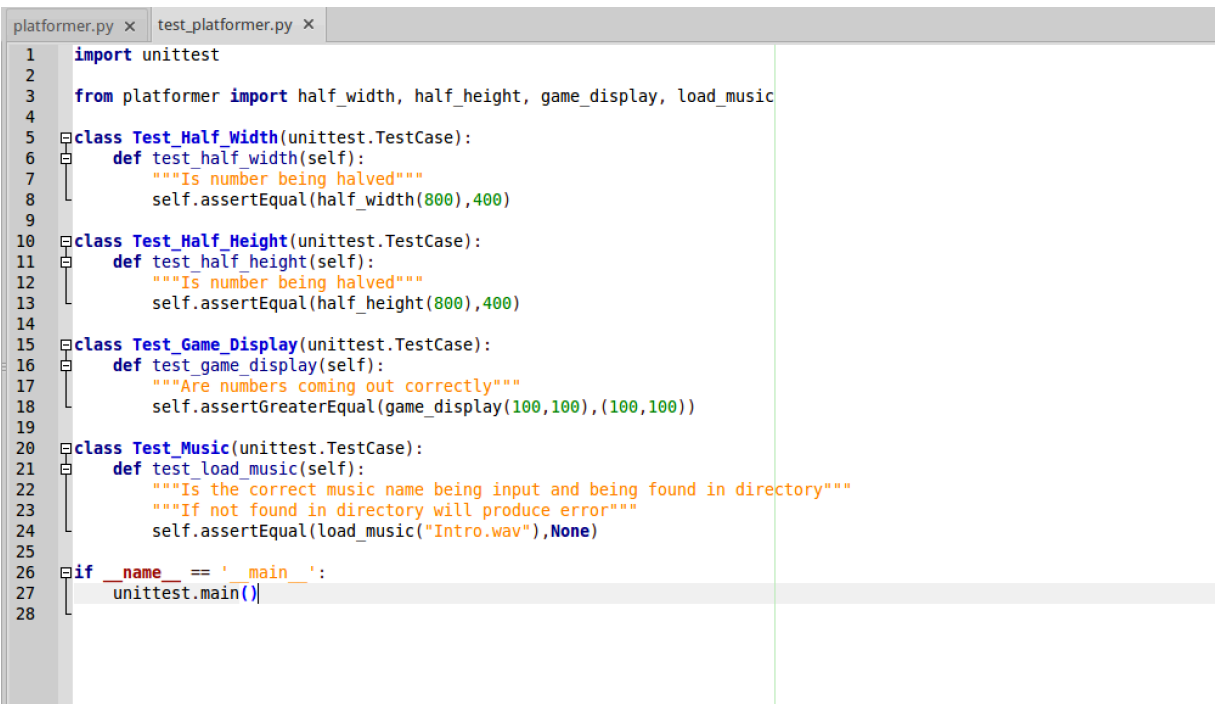
Who: Cory Morales, Brian Kidd, Andrew Lee, Jorge Benavides

Title: Chains of Blood (Formerly Puzzled)

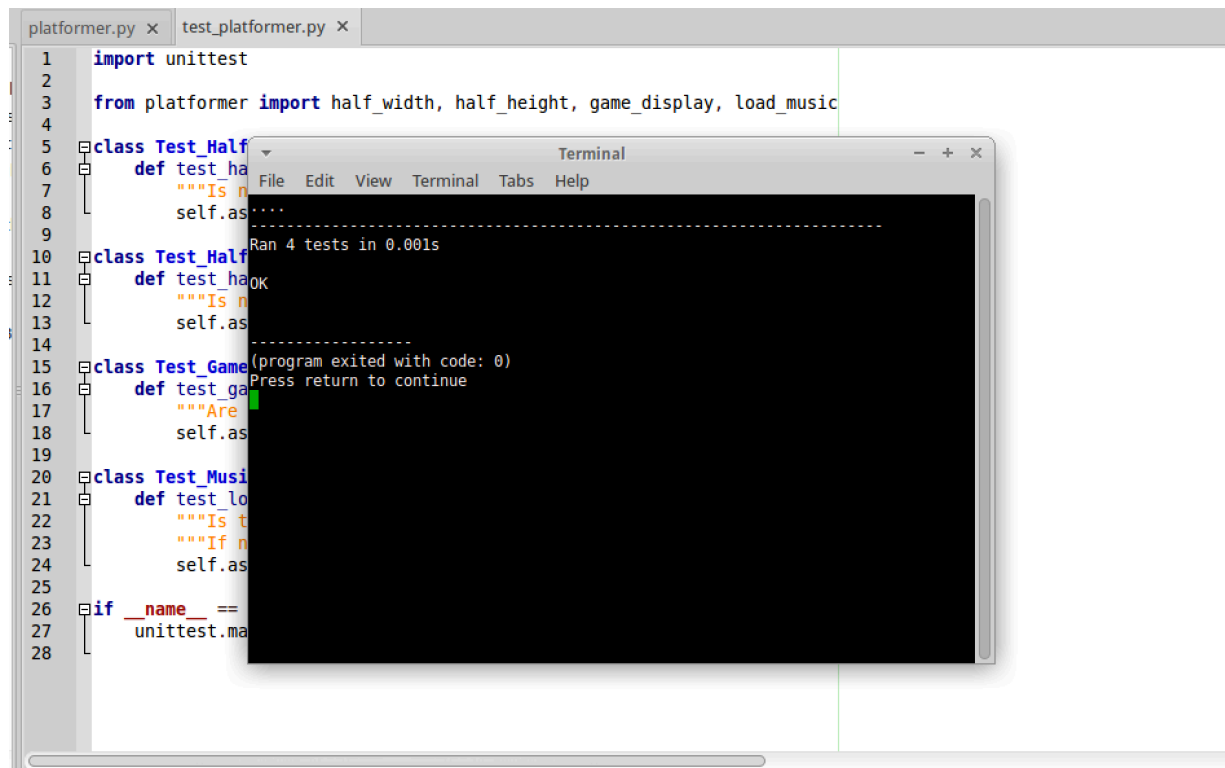
Vision: We want to create a fun, challenging game for people to play.

Automated Test:

I created my own automated test for part 3. I ran test on four functions. To run the test just run test_platformer.py making sure platformer.py is in the same directory. Below are seen shots of the automated test followed by a screenshot of the results.



```
1 import unittest
2
3 from platformer import half_width, half_height, game_display, load_music
4
5 class Test_Half_Width(unittest.TestCase):
6     def test_half_width(self):
7         """Is number being halved"""
8         self.assertEqual(half_width(800),400)
9
10 class Test_Half_Height(unittest.TestCase):
11     def test_half_height(self):
12         """Is number being halved"""
13         self.assertEqual(half_height(800),400)
14
15 class Test_Game_Display(unittest.TestCase):
16     def test_game_display(self):
17         """Are numbers coming out correctly"""
18         self.assertGreaterEqual(game_display(100,100),(100,100))
19
20 class Test_Music(unittest.TestCase):
21     def test_load_music(self):
22         """Is the correct music name being input and being found in directory"""
23         """If not found in directory will produce error"""
24         self.assertEqual(load_music("Intro.wav"),None)
25
26 if __name__ == '__main__':
27     unittest.main()
28
```



User Acceptance Test Plans:

Project Name:	Chains of Blood					
Test Case 1						
Test Case ID: Start Menu			Test Designed By: Jorge Benavides			
Test Priority(low/med/high): Med			Test Designed Date: 11/10/2015			
Module Name: Start Menu			Test Executed By: Peter Hope			
Test Title: Start-up			Test Execution Date: 11/10/2015			
Description: Test weather the user can navigate the start-up menu from the main menu to the credits and back to the main menu.						
Preconditions: Game is already started from command line.						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status Pass/Fail	Notes
1	Read Info on page	He could read	Be able to read	Was able to read	Pass	
2	Press buttons to navigate	Pressed c to view credits	press c	preessed c	Pass	
3	Return to main menu	Press r	press r then return	pressed r and returned	Pass	
Post conditions: User was able to successfully navigate start up menu.						

Project Name:	Chains of Blood					
Test Case 2						
Test Case ID: Hear Sound			Test Designed By: Jorge Benavides			
Test Priority(low/med/high): Low			Test Designed Date: 11/10/2015			
Module Name: Hear Sound			Test Executed By: Noah Stein			
Test Title: Test Main Menu Sound			Test Execution Date: 11/10/2015			
Description: Test sound during the main menu and not during the actual game						
Preconditions: Game is already started from command line.						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status Pass/Fail	Notes
1	Listen	Heard Sound	He sound	Heard sound	Pass	
2	Press p to play game	Pressed p game started	game starts	game starts	Pass	
3	Listen	No sound	No sound	No sound	Pass	
Post conditions: Start up menu music was playing fine and stopped as planned once the actual game started.						

Project Name:	Chains of Blood					
Test Case 3						
Test Case ID: Play Through Game			Test Designed By: Jorge Benavides			
Test Priority(low/med/high): High			Test Designed Date: 11/10/2015			
Module Name: Test Game			Test Executed By: Noah Stein			
Test Title: Test Game			Test Execution Date: 11/10/2015			
Description: Should be able to move character to the end of the game						
Preconditions: Game is already started from command line and past start menu						
Step	Test Steps	Test Data	Expected Results	Actual Results	Status Pass/Fail	Notes
1	move character	was able to move character	move	moved	Pass	Didn't know controls
2	Navigate through game	Navigated through game	finished	Finished	Pass	
Post conditions:User was able to play through game on his own and able to reach the end feeling stratified.						

VCS: github https://github.com/Barroth42/Chains_of_Blood