



**ÇANKAYA UNIVERSITY
FACULTY OF ENGINEERING
COMPUTER ENGINEERING DEPARTMENT**

Test Results
Version 1

CENG 408
Innovative System Design and Development II

Non-Euclidean Game Engine

Ömer Buğra İnce	201611030
Barış Mert	201611041
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1. Test Results

1.1 Individual Test Results

TC ID	Priority	Results	Explanation
PM.M.01	H	Pass	
PM.M.02	H	Pass	
PM.M.03	H	Pass	
PM.M.04	H	Pass	
PM.M.05	H	Pass	
PM.J.01	H	Pass	
PM.CC.01	H	Pass	
EL.I.01	H	Fail	Will be fixed in next release.
EL.PU.01	H	Pass	
EL.PU.02	H	Pass	
EL.PU.03	H	Pass	
PT.SP.01	H	Pass	
PT.T.01	H	Pass	
PT.SE.01	H	Pass	

1.2 Summary of Test Results

Out of 14 tests 1 failed, which will be fixed in the next release

1.3 Exit Criteria

Exit criteria has not been made but will be after quick fixes.

Criteria	Met or Not
100% of the test cases are executed	Y
95% of the test cases passed	Y
All High and Medium Priority test cases passed	N

1.4 Known Problems

Interaction with the objects needs minor adjustments.

1.5 Conclusion

Product will be ready for use in the next release.