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Drop the Code

<https://github.com/petetetete/cs386-project>

D6.1 – Automated Testing

CS 386 – Software Engineering

Spring 2017

Marco Gerosa

Unit Tests:

Github Link: <https://github.com/petetetete/cs386-project/blob/master/tests/specs/UnitSpecs.js>

- In Game Menu Navigation Tests
 - Should be able to start a single player game
 - Should be able to start a multiplayer game
 - Should be able to go to settings
 - Should be able to logout from menu
- Menu Navigation Tests
 - Should be able to navigate from home to user-login
 - Should navigate back a page correctly
 - Should be able to navigate from home to guest login
 - Should be able to navigate from Home to teacher login
 - Should be able to navigate from Home to creator login
- User Management
 - Should be able to add a new user
 - Should initialize a user's id correctly
 - Should be able to remove a user
- Teacher Options Menu Navigation
 - Should be able to navigate to the list of student names
 - Should be able to navigate to assign students page
 - Should be able to navigate to remind student page
- Settings Menu Navigation
 - Should be able to navigate difficulty page
 - Should be able to navigate to sound page

Acceptance Tests:

GitHub Link: <https://github.com/petetetete/cs386-project/blob/master/tests/specs/AcceptanceSpecs.js>

- Feature Checks
 - Should have functionality to manage game state
 - Should have user functionality
 - Should have main menu screen functionality

Test Results: β


Unit Tests Results Link: <https://petetetete.github.io/cs386-project/tests/UnitTests>

Acceptance Tests Results Link: <https://petetetete.github.io/cs386-project/tests/AcceptanceTests>

The testing for our program works over a few different areas, which include testing menu interactions, user functionality, and acceptance tests. The menu interaction tests go through and make sure that all of the menus within our program work with each other and can properly smoothly interact with each other as well. For user functionality the tests were implemented to make sure that all functional requirements specified in the requirements document were met. As for the acceptance tests we implemented tests to ensure that aspects of the requirements document were always met.

The unit tests tested menu navigation, user management, in-game menu navigation, the teacher options menu navigation, and the settings menu navigation. The acceptance tests tested functionality to manage game state, user functionality, and functionality of the main menu.

Unit Test Results

 Jasmine 2.5.2

Options

17 specs, 0 failures

finished in 0.009s

Menu Navigation

- should be able to navigate from home to user-login
- should navigate back a page correctly
- should be able to navigate from home screen to guest login
- should be able to navigate from home screen to teacher login
- should be able to navigate from home screen to creator login

User Management

- should be able to add a new user
- should initialize a user's id correctly
- should be able to remove a user

In Game Menu Navigation

- should be able to start a single player game
- should be able to start a multiplayer player game
- should be able to go to settings
- should be able to logout


Teacher Options Menu Navigation

- should be able to navigate to the list of student names
- should be able to navigate to assign students page
- should be able to navigate to remind student page

Settings Menu Navigation

- should be able to navigate difficulty page
- should be able to navigate to sound page

Acceptance Test Results

 Jasmine 2.5.2

Options

3 specs, 0 failures

finished in 0.007s

Feature Checks

- should have functionality to manage game state
- should have user functionality
- should have main menu screen functionality

Group Participation:

Peter – Created and templated original deliverable document. Added Jasmine test library and create some unit and acceptance tests.

Hayden – Added some unit tests and wrote testing summary

Garrison – Added some units test with the Java Script code.

Gage – Added some unit tests