

# Software Engineering Group Project

## The Project Test Report

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## 1 INTRODUCTION

This document is focused around making sure that all testing is complete and any that fail, are explained and understood. The testing specification[2] defines these tests.

## 2 Project tests

### 2.1 FR1 Start up conditions

Test Ref	Success/ Failure	Explanation
001	YES	It worked.
002	YES	It worked.
003	YES	It worked.
004	YES	It worked.
005	YES	It worked.
006	YES	It worked.
007	YES	It worked.
008	YES	It worked.
009	YES	It worked.
010	YES	It worked.
011	YES	It worked.
012	YES	It worked.
013	YES	It worked.
014	YES	It worked.
015	YES	It Worked.
016	YES	It worked.
017	YES	It worked.
018	YES	It worked.
019	YES	It worked.
020	YES	It worked.
021	YES	It worked.
022	YES	It worked.

### 2.2 FR2 Generating new grid

Test Ref	Success/ Failure	Explanation
023	YES	The grids generate correctly but there is a one in 96 chance that it will fail silently and the start game button will stop working entirely till the next game is started. This is a bug in the random number generating code that throws an out of bounds exception.
024	YES	It worked.

### 2.3 FR3 Loading a past grid

Test Ref	Success/ Failure	Explanation
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025	YES	It worked.
026	YES	It worked.

## 2.4 FR4 Timing a game

Test Ref	Success/ Failure	Explanation
027	YES	It worked
028	YES	It worked
029	YES	It worked
030	YES	It worked

## 2.5 FR5 Actions on game completion

Test Ref	Success/ Failure	Explanation
031	YES	It worked
032	YES	It worked
033	YES	It worked

## 2.6 FR6 Saving a grid

Test Ref	Success/ Failure	Explanation
034	YES	It worked
035	YES	It worked
036	YES	It worked
037	YES	It worked
038	YES	It worked
039	YES	It worked
040	YES	It worked

## 2.7 FR7 Displaying the grid

Test Ref	Success/ Failure	Explanation
041	YES	It worked.
042	YES	It worked.
043	YES	It worked.

## 2.8 FR8 Enabling the user to enter words

Test Ref	Success/ Failure	Explanation
044	YES	It worked.
045	YES	It worked.
046	YES	It worked.

047	YES	It worked.
048	YES	It worked.
049	YES	It worked.
050	YES	It worked.
051	YES	It worked.
052	YES	It worked.

## 2.9 FR9 Legal words

Test Ref	Success/Failure	Explanation
053	YES	It worked.
054	YES	It worked.

## 2.10 FR10 Scoring words

Test Ref	Success/Failure	Explanation
055	YES	It worked.
056	YES	It worked.

## 2.11 FR11 Scoring the game

Test Ref	Success/Failure	Explanation
057	YES	It worked.

## 3 Acceptance tests

Test Ref	Success/Failure	Explanation
Test 1	YES	It worked.
Test 2	YES	It worked.
Test 3	YES	It worked.
Test 4	YES	It worked.
Test 5	YES	It worked.
Test 6	YES	It worked, however it is not possible to check highscores whilst playing the game, but you can quit the game and once you quit you can access the overall and current cube high scores, It works fine from that point.
Test 7	YES	It worked.
Test 8	YES	It worked.
Test 9	YES	The validation works as it should.
Test 10	YES	It worked.

## **REFERENCES**

- [1] *Software Engineering Group Projects* JoggleCube Game Requirements Specification. C. J. Price SE.QA.CSRS. 1.0 Release.
- [2] *Testing specification* GP01-TS-TS 1.0 Release.

## **DOCUMENT HISTORY**

Version	CCF No.	Date	Changes made to Document	Changed by
0.1	N/A	2018-05-01	Initial creation	NAW21
0.2	N/A	2018-05-03	Ran through the tests	ALL
1.0	N/A	2018-05-05	Reviewed	NAW21