Test Report: Beta 1.0

Software environment and system version

The version tested was Beta 1.0, the first beta version of the game. The unit tests were run in a linux environment using GNU Make and g++ compiler.

Hardware environment

The beta was tested on a HTC desire running Android version 2.2.

Known bugs and limitations

The known bugs include a few glitches in the physics engine of the game, as well as a rare graphics bug. There is also a known texture issue that adds white pixels above non-horizontal platform blocks. We are aware of the causes behind these bugs, but do not have the time resources available at hand to fix them all in this beta release.

Test specification

What this test covers is certain functionality and features:

- Random Map generation
- Physics: Gravity
- Physics: Auto-run and alteration of speed based on incline/decline
- Jumping
- Collision

Unit test

The folders to be tested are the following (which can be found in CatchLib/Makefile):

```
tests/*.cpp src/GameModel/*.cpp src/GameModel/*/*.cpp  src/EventHandling/*.cpp
src/Math/*.cpp src/Helper/*.cpp Box2D/*/*.cpp Box2D/*/*/*.cpp
```

This is the parts of the code we felt were reasonable to test through unit tests, since this is where the testable logic is found. The remaining code has been deemed unsuitable for testing through unit tests, which consists mainly of graphics related code.

Test report

Detailed report from the unit tests can be found in Beta01.so (exactly what has been tested, and in what order).

An uncommon bug (once in about every 1000th platform block placed) was found during testing on phone. This resulted in a quick and easy fix of the bug.