

Title: BoundBreaker

Vision: Create an addicting and entertaining bus stop app

Who: John Richards, Matt Schroeder, Victor Palacios, Brent Pivnik

VCS: <https://github.com/JScottR/BoundBreaker.git>

Automated Tests:

IOS Application.

Xcode has a built-in application called Instruments which has an Automation tool. This tool can be used to simulate a user's inputs via JavaScript commands. In addition, Instruments can record actions so as to facilitate the creation of said commands. With this, tests that simulate various user gestures can be implemented to run in a short, automated manner. Below are screenshots of tests for button validation, inter-screen jumps, and in-game movements.

Output:

Automation		Trace Log	Message		
Index	Timestamp	Log Messages	Log Type	Screenshot	Status
0	1:44:33 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		Script is stopped
1	1:44:34 PM MDT		Pass		
2	1:44:34 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		Scripts
3	1:44:34 PM MDT		Pass		
4	1:44:34 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		Game Test
5	1:44:35 PM MDT		Pass		
6	1:44:35 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		
7	1:44:36 PM MDT		Pass		
8	1:44:36 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		
9	1:44:37 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		
10	1:44:39 PM MDT		Pass		Add Remove
11	1:44:39 PM MDT	target.frontMostApp().mainWindow().buttons()[1].tap()	Debug		
12	1:44:39 PM MDT	target.frontMostApp().mainWindow().buttons()[1].tap()	Debug		Script Options
13	1:44:39 PM MDT	target.frontMostApp().mainWindow().buttons()[1].doubleTap()	Debug		
14	1:44:39 PM MDT	target.frontMostApp().mainWindow().buttons()[1].touchAndHold...	Debug		Logging
15	1:44:40 PM MDT		Pass		
16	1:44:40 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		Export Traced Results... Take Screenshot
17	1:44:40 PM MDT	target.frontMostApp().mainWindow().buttons()[0].tap()	Debug		
18	1:44:40 PM MDT	target.frontMostApp().mainWindow().buttons()[0].doubleTap()	Debug		
19	1:44:41 PM MDT	target.frontMostApp().mainWindow().buttons()[0].touchAndHol...	Debug		
20	1:44:41 PM MDT		Pass		

Part of test code:

<pre>//Define variables and begin testing var start = window.buttons()[0].tap(); var rightButton = window.buttons()[1]; var leftButton = window.buttons()[0]; start.tap(); target.delay(delayTime); //Name test if(start.name() == "Start"){ UIALogger.logPass(); } else{ UIALogger.logFail("Wrong name of Start button"); } //Right and left movement buttons test if(rightButton.isValid()){ rightButton.tap(); rightButton.doubleTap(); rightButton.touchAndHold(0.5); UIALogger.logPass(); } else{ UIALogger.logFail("Invalid right button"); }</pre>	<div>Script is stopped</div> <div>Scripts</div> <div>Game Test</div> <div>Add Remove</div> <div>Script Options</div> <div><input checked="" type="checkbox"/> Run on Record</div> <div><input checked="" type="checkbox"/> Stop when Run Completes</div> <div>Pause</div> <div>Logging</div> <div><input type="checkbox"/> Continuously Log Results</div> <div>Choose Location...</div> <div>Export Traced Results...</div> <div>Take Screenshot</div>
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User Acceptance Tests:

Untitled 1.ods ☆

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Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name:	Bound Breaker					
2				Test Case Template			
3							
4	Test Case ID:	Ball is in map				Test by:	Brent Pivnik
5	Test Priority:	High				Test Designed Date:	4-1-15
6	Description:	Test to see that the ball				Test Executed by:	
7		is initialized and on the map.				Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Ball is on map			
11							
12							
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
20							

Test Case 2.ods ☆

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Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name:	Bound Breaker					
2				Test Case Template			
3							
4	Test Case ID:	Ball can move				Test by:	Brent Pivnik
5	Test Priority:	High				Test Designed Date:	4-1-15
6	Description:	Test to see that the ball				Test Executed by:	
7		is moved by user				Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Ball moves left or right			
11		tap left or right					
12							
13							
14	Pass/Fail:		Notes				
15							
16							
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18							
19							
20							

Test Case 3.ods

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Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name	Bound Breaker					
2				Test Case Template			
3							
4	Test Case ID: Ball collision					Test by: Brent Pivnik	
5	Test Priority: High					Test Designed Date: 4-1-15	
6	Description: Test to see that the ball					Test Executed by:	
7	will get knocked down by descending objects					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Ball knocked down			
11	2	Wait for objects to hit		resulting in game over.			
12		ball					
13							
14	Pass/Fail:		Notes				
15							
16							
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19							
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Test Case 4.ods

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fx
Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name	Bound Breaker					
2				Test Case Template			
3							
4	Test Case ID: Gameover					Test by: Brent Pivnik	
5	Test Priority: Medium					Test Designed Date: 4-1-15	
6	Description: Test to see that the game					Test Executed by:	
7	ends when knocked off screen					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Results in Game over			
11	2	Allow objects to knock		Return to menu			
12		the ball off the screen					
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
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Test case 5.ods ☆

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f_x | Project Name: Bound Breaker

	A	B	C	D	E	F	G
1	Project Name:	Bound Breaker					
2				Test Case Template			
3							
4	Test Case ID:	High score				Test by:	Brent Pivnik
5	Test Priority:	Medium				Test Designed Date:	4-1-15
6	Description:	Test to see that score counts				Test Executed by:	
7	while playing.					Test Execution Date:	
8							
9	Steps:	Test Steps:		Expected Result:		Actual Result:	
10	1	Run the game		Score is shown			
11	2	Play for a bit					
12							
13							
14	Pass/Fail:		Notes				
15							
16							
17							
18							
19							
20							