**PURPOSE**

The purpose of the Roll Test Report is to provide a summary of the results of the tests performed as outlined in this document. These tests were designed in order to measure the functionality and operational capabilities of both the Roll game and visual interface.

# Test Summary

**Project Name**: Roll

**Version Number**: 1.0

**Additional Comments**:

These tests were primarily conducted using the Android SDK on a Windows XP operation system.

# Graphical User Inteface Testing

**Test Conductor:** Mingchen Jia

**Test Date:** 12/28/2013

**Procedure:**

The test was conducted on a Windows 8 operating system with the NetBeans IDE. The program was run normally and the tester attempted each and every input to crash the program.

**Test Results:**

The results of the test was successful, overall, the JFrames were completely operational and connected to each other as they were attended. No bugs were found upon the completion of the test. However, the tester feels that the Instructions menu of the program is not descriptive enough.

**Additional Comments:**

Later on, the interface programmer will add more visuals and more descriptions in the Instructions menu to improve the user interface.

# Game Testing

**Test Conductor:** Anson Chen

**Test Date:** 1/7/2014

**Procedure:**

The test was conducted on a Windows XP operating system (school computer). The test was conducted by normally running the game on the Eclipse IDE.

**Test Results:**

A few bugs were found during the testing stage. For one, the tester found that the ball in the game sometimes moved below ground level after a jump. Additionally, the ball would float over the air if it moved over an empty patch.

**Additional Comments:**

In order to resolve these issues, the programmer will spend some time to debug the errors found in the test.

# Android Virtual Device Testing (Game only)

**Test Conductor:** Anson Chen

**Test Date:** 1/6/2014

**Procedure:**

The test was conducted on a Windows XP operating system (school computer). The test was conducted by normally running the game on the Eclipse IDE alongside with the Android SDK.

**Test Results:**

The game itself seemed to run without any noticeable problems. However, the Android SDK was too slow for the tester to find any bugs in the game. As a result, the test was overall unsuccessful.

**Additional Comments:**

In the future, the group plans on conducting the test on either a better computer or an Android device.

# Game and Graphical User Interface Testing (Combined)

**Test Conductor:** Mingchen Jia

**Test Date:** 1/7/2014

**Procedure:**

The test was conducted on a Windows XP operating system (school computer). The test was conducted by normally running the game on the Eclipse IDE.

**Test Results:**

The tester discovered a fundamental problem with the GUI of the game. The GUI operates using JFrame which is not supported by Android devices. The programmer must find a new method/class to build the display menu.

**Additional Comments:**

After some research, the programmer found that the Applet class can be used to build the GUI.

# Game and Graphical User Interface Testing (Combined) 2

**Test Conductor:** Mingchen Jia

**Test Date:** 1/8/2014

**Procedure:**

The test was conducted on a Windows XP operating system (school computer). The test was conducted by normally running the game on the Eclipse IDE. The tester added his GUI into the game program as a three separate classes (Start Game, Instructions, and Run Program) and ran the program from there.

**Test Results:**

The tester found that the Applet class opens up new instances of the program every time an Applet is constructed. As a result, multiple applications are opened by the GUI instead of one application.

**Additional Comments:**

To resolve this problem the programmer must combine the game code and the GUI code into one class rather than just in one program.

# Physical Device Testing

**Test Conductor:** Anson Chen

**Test Date:** 1/9/2014

**Procedure:**

The game was previously saved as an APK file so the tester conducted this test by transferring the APK file to the Android device. After, the tester installed the game onto the Android device.

**Test Results:**

In the first test, the game crashed upon launch because the image the program was trying to read was not found. The tester resolved this problem by changing the name of the image file to match what the program required. In the second test, the program operated as intended but the tester discovered bugs in the program’s object-collision.

**Additional Comments:**

In order for the game to be playable, additional debugging is necessary.

**Conclusion:**

The tests were conducted properly and accomplished what they were meant to do. However, the team feels that the tests were very disorderly; not every member of the group participated in each and every test. As a result, not every member of the group was able to input their ideas. In the future, the group plans on conducting their tests in a more orderly fashion so that everybody can participate in the testing process.