Testing report

Game: Ristinolla (https://linjama.com/ristinolla.html)

Date: 16.4.2017

Tester: wsd17-atoj-games, **https://gitlab.rd.tut.fi/sepponen/wsd17-atoj-games**

Game Store Version: 16.4.2017, Git commit b4df0e2dacf5d78b69e3bc8733c62f935ef8b5cd

Testing methodology:
- Test the game in developer's perspective. Includes observing game-service communication and game's behavior in its environment.
- Test the game in end user's perspective. Observe game's behavior and interface and reflect it to expectations.

TECHNICAL REVIEW

Seems like from technical standpoint game seems to run properly and everything communicated well. However there is a bug in save and load states. When you choose random as opponent and play few moves → save → leave page → come back and load → it uses (user ← → user) settings instead of (user ← → random).

END USERS PERSPECTIVE

Interface is very simple and almost nothing can go wrong? Right? First annoying thing was the you cannot start new game before last game is over. Loading game seems like it works… not really it doesn't preserve AI settings so one remains in confusion when loading into a game and nothing happens except for the last board position. Otherwise the game performs as expected (though easy is too easy as there is a gambit you can run).