Test plan

This project has two test ways, manual tests and battle tests.

The manual tests in this project are mainly tested in two aspects, correctness, fault tolerance.

Correctness Test

The test is to verify that when users enter actual data, the system meets the requirements of the requirements specification and ensures they cover at least the functions in the requirements specification and are normal.

Fault Tolerance Test

This test is for the program can receive correct data input and produce correct (expected) output, input illegal data (illegal type, non-compliant data, overflow data, etc.), the program should be able to give prompts and deal with it accordingly. In this project, we test a lot of times for users' error handle.

Battle Test

At first, we use methods based on 'random number' and create a BOT which we call it sillyBot to battle with the first-generation BOT we create. Then for algorithms optimization, we make the first-generation BOT as sillyBot and battle with the BOT after optimization step by step. Finally, we get the BOT as good as we can create.