Software Testing Report

We decided that we would follow a test driven development approach, this allowed us to refactor and add code confident we did not change or break functionality. This approach fit well into our overall scrum development approach, it meant that team members could work more autonomously as they could test if their code integrated well without the need of other members. Following Sommervile[1], our testing process had two main goals, to demonstrate requirements have been met and to discover defects in the software. When we started initial planning and designing our tests, we decided it would be important to establish how we would establish a ranking of their importance. This ranking would allow us to decide how to prioritize as we have very limited time and it would take too long to test everything. The most important features contributed to core functionality and main requirements, eg. GameFlow features and character movement.

We decided on using a variety of different testing methods, including black box, white box, dynamic and static testing. Our white box testing was comprised full of Junit test cases, these were used for testing many features and classes however we felt that some features could be tested without. For each of our features and requirements we evaluated how appropriate each of the testing methods would be. Some requirements and features were

URL for Testing Material: https://lloydbanner.github.io/SEPR-Team-7/Testing2.pdf