Division Module Test

In this page, we will what division module has tests to covered.

People included:

- Programmer

Test (ตัวทดสอบ)

If you haven't read how to test in Unreal Engine, I recommended reading this article first.

> ❌ **I do not mind any refactoring the code as long as the test passed. And I do not mind if you refactor the test as long as you know what you are doing. JUST TEST IT.**

The module test is based on MVP. But mostly test on presenter itself.

So whatever you refactoring, It is recommend to run tests after doing so to catch the bug early on.

ถ้ายังไม่ได้อ่านว่าต้องทดสอบใน unreal engine ยังไง แนะนำให้อ่านบทความก่อน

> ❌ **ผมไม่มีปัญหาถ้าจะแก้ไขโค้ด ตราบใดที่เทสผ่าน และผมไม่ถือสาถ้าคุณจะแก้ไขโค้ดตัวทดสอบ ตราบใดเท่าที่คุณรู้ว่าคุณกำลังทำอะไรอยู่ แค่เทสก็พอ**
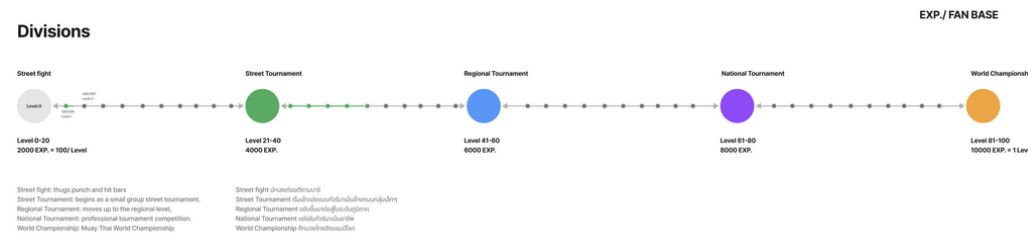
โค้ดนี้ทดสอบระบบ MVP แต่หลักๆก็ทดสอบบนตัวของ presenter เป็นหลัก

ไม่ว่าจะแก้ไข(refactor)โค้ดยังไง แนะนำให้ทดสอบหลังทำทุกครั้ง เพื่อที่จะตรวจจับข้อผิดพลาด(bug)ได้แต่เนิ่นๆ

Requirement info needed for test

What if we go over 81, what title will be used?

From the image above the last title is world championship.

But in case of image below, what should it display?
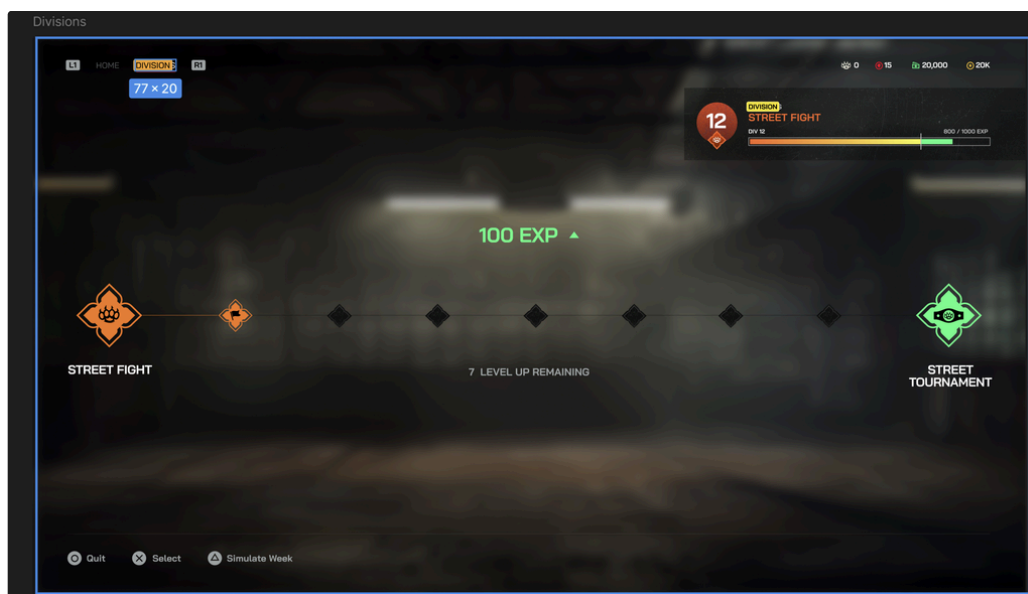
Is it World Champion to World Champion like the next image or is it other case?

Test Lists

Reference Table

DA_ModelSample

Maximum level 100

Level	Experience Required Per Level	Title	Icon
0 - 20	100	Street Fight	A
21 - 40	200	Street Tournament	B
41 - 60	300	Regional Tournament	C
61 - 80	400	National Tournament	D
81 - 99	500	World Tournament	E
100 - 100+	500	World Champion	F

Model

GetExperiencePointFromLevel

Note that: Player start with level 0

Name	Given Level	Expected amount of EXP Point	Note
Convert from level 0	0	0	

Convert from level 2	2	200 => 100 * 2	
Convert from level 22	22	2300 => (100 * 21) + (200 * 1)	From Level 0 - 21 is (100 * 21) Level 21 - 22 is (200 * 1)
Convert from level 99	99	29100 => (100 * 21) + (200 * 20) + (300 * 20) + (400 * 20) + (500 * 18)	From Level 0 - 21 is (100 * 21) Level 21 - 41 is (200 * 20) Level 41 - 61 is (300 * 20) Level 61 - 81 is (400 * 20) Level 81 - 99 is (500 * 18)
Convert from level 100	100	29600 => 29100 => (100 * 21) + (200 * 20) + (300 * 20) + (400 * 20) + (500 * 19)	From Level 0 - 21 is (100 * 21) Level 21 - 41 is (200 * 20) Level 41 - 61 is (300 * 20) Level 61 - 81 is (400 * 20) Level 81 - 100 is (500 * 19)

Get Icon From Level

Name	Given Level	Expected Icon	Note
GetIconLevel 0	0	0	
GetIconLevel 1	1	1	
GetIconLevel 21	2100	21	
GetIconLevel 22	2300	23	
GetIconLevel 99	29100	99	
GetIconLevel 100	29600	100	

Presenter

CallNumberOfGetLevelFromExperiencePoint

Name	CallAmount	Expected Result	Note
CallNumberOfGetLevelFromExperiencePoint	10	Now matter how many times we call it. It should not change level from get function.	

GetLevelFromExperience

Name	Given Experience Point	Expected Level	Note
GetLevel0FromExperience	0	0	
GetLevel1FromExperience	100	1	
GetLevel21FromExperience	2100	21	
GetLevel99FromExperience	29100	99	
GetLevel100FromExperience	29600	100	

GetTitleFromLevel

Name	Given Level	Expected Title	Note
GetTitleFromLevel 0	0	Street Fight	
GetTitleFromLevel 1	1	Street Fight	
GetTitleFromLevel 21	21	Street Tournament	
GetTitleFromLevel 99	99	World Tournament	
GetTitleFromLevel 100	100	World Championship	

GetNextIcon

Name	Given Level	Expected Icon	Note
GetNextIconLevel 0	0	B	
GetNextIconLevel 1	1	B	
GetNextIconLevel 21	21	C	
GetNextIconLevel 99	99	F	
GetNextIconLevel 100	100	F	If there is not next icon, it should be handled by using the last icon

GetNextTitle

Name	Given Level	Expected Title	Note
GetNextTitleLevel 0	0	Street Tournament	
GetNextTitleLevel 1	1	Street Tournament	
GetNextTitleLevel 21	21	Regional Tournament	

| GetNextTitleLevel 99 | 99 | World Championship | |
| GetNextTitleLevel 100 | 100 | World Championship | If there is not next title, it should be handled by using the last title |

View

Enable From Level

Name	Given Level	Begin Edge	Edge Difference	Number Of Display Node	Expected Node Enabled
EnableNodesAtLevel 0	0	1	20	10	0