CS 362 In-Class Exercise: Project Beta Testing

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Project that you are testing: Team 16

PART-1: Organization and Purpose

Q1) Does the repository provide a README explaining the purpose of the software? If yes, based on reading that documentation, do you understand all the interesting features provided by the software? Do you have any advice to improve that documentation?

Yes there is a readme explaining the purpose of the software. Based on that documentation, I feel like I understand the project's features and higher level goals. It's pretty long with various sections, maybe have the living document be the extensive description and have the readme be more condensed for readability.

PART-2: Installation and Setup

Q2) Is the documentation to install or setup the software available? (Note that for web application, it would be a URL to access the website and instructions to host the website on a server). When following the instructions, do you face any difficulties while installing the software (accessing the URL for a website)? If yes, please explicitly state what issues you encountered, so that the project team can fix them.
NOTE: If you are testing a web application, then you do not need to set up a web server and try hosting the web application. Just go through the documentation to find out if it clearly explains the steps to host the website.

There is documentation in the readme to set up the game. When following the instructions I was able to access the software with no issues. I clicked on the link, clicked download, and extracted the files with no problem.

PART-2: Functional and Non-Functional Testing

Q3) Select a use case for the application-under-test and use your creativity to test the application in different possible ways. For example, if you are testing a login functionality, then test the sign up feature, sign in, adding invalid credentials, special characters, etc. Please provide the details of the use case you tested on the software by describing exactly what all you did and in what order? Make sure you are making notes while doing this. If you find any issues (e.g., something that was confusing, incorrect, or not working at all), please provide as many details as you can to replicate the issues so that the team can fix them

I selected the use case of an **Educator** who wants a game that can teach things about beavers.

List of steps:
Student / educator installs the game on to the appropriate machine.
No issues.
Student experiences educational content infused with game mechanics.
There doesn't seem to be a large amount of educational content. The one minigame is just swimming through the river with different obstacles like logs, fish, and ducks. Other aspects of a beaver's life aren't as well represented.
Student reads educational content written in NPC dialogue and flavor text.
There doesn't seem to be any NPCs or flavor text yet, which inhibits learning.
Student plays through the entirety of the game and maintains interest in the educational content.
The one mini game is pretty long and there isn't a way to exit from the game except by completing it which can inhibit interest in the rest of the game.

Extensions / variations of the success scenario:
Students are inspired by the game to do further research.
I am a little more interested in beaver simply by the fact that someone made a whole game about them.
Alternatively, the multiplayer aspect of the game could be the driving force for interest in the educational content about beavers.
Multiplayer is not implemented yet it seems.

Other notes:
- Beaver image should flip based on direction while traversing map
- Should be a bit more instructions on things like controls, features, etc
- Should be ways to exit minigames before death or completion