

## **CS 362 In-Class Exercise: Project Beta Testing**

**Your name: Samuel Neale**

**Project that you are testing: Beaver Game Temp**

### **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?

The ReadMe file says that the purpose of the game is to teach users about beavers and their natural habitats. From my time with the game I can confidently say that I do understand how the features in the game relate to the team's goal. The game has the user playing as a beaver in their natural habitat. All of this is there to show you how their lives work and what issues they might face. From looking through their readme file it looks like all of the advice on what they can improve is already getting addressed.

## **PART-2: Installation and Setup**

Q2) Is the documentation to install or setup the software available? (Note that for a 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.**

I had no issues downloading and running their software. It was easy to understand and not overly complicated. The only note that I would make is to put the running software section first. My team and I all tried to build it before we ran and before realizing that this was not necessary to play the game.

## **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 messed around with their mini game that they had implemented. I tried to make sure that everything in the mini game worked and there were no errors the user could experience when playing this section of the game. This section was the mini game where the user goes up and down to dodge floating debris and animals that are coming towards the beaver. I did not experience any issues with this section of the game. When playing I didn't have anything that interfered with the game and the damage and dodging systems both worked how I would assume those systems should work. While testing I moved in all directions, including directions that are not available. I also tested the damage system by running into debris as much as I could. I tried to run into two and I tried to run into them as fast as I could. Everything seemed to work fine through all of this. From all of my testing I could not find any issues. The only suggestion I would make to this team would be to let the user leave the mini game. It lasts a long time and if you die you have to stay inside of the mini game. The only way to exit is to leave the game or to beat the game.

The TA just informed us that there is a second mini game, but this was not something that any of us could find or interact with. There is an entrance for a mini game, but it didn't work for any of us. So if this is unintentional then this was an issue we found.