CS 362 In-Class Exercise: Project Beta Testing

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Project that you are testing:
Team 16: EBGF Learning Beavers

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?

I understand that this software is a learning game designed to teach players about beavers and their attributes. The project uses the Godot game engine as the project's base to provide an easy development environment where you can import game physics

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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.

The installation was initially confusing as I didn't know where to start. I knew I had to first install the godot engine but the section on running the project was kinda hard to find. I suggest that you put the "How to Run" section before the "How to Test" section. The website where I had to download the executable was pretty easy to navigate. The donation prompt made me first think the game was a paid software so make sure to emphasize it can be free.

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.

Operational Use cases:

The movement seems a bit off. For example, when moving around, I think the beaver should change its orientation based on the direction the player is moving. This makes it easier to see which direction I am currently facing.

Another suggestion I have is that minigames are not escapable. I accidentally found myself in the loading zone of a water minigame and I couldn't exit the minigame without completing it. Also, the minigame is frankly too slow. And I think the progress bar should be faster to remedy this. When reloading my save during a minigame, I found myself still stuck in the same minigame and I was forced to complete it. I think adding a quit option when pressing escape is the best option to fix this.

The minimap UI is confusing. At first I thought it was just a UI element and I didn't know it was a clickable element. I think adding a small "Click Me!" Tag could notify the user that it is an interactable element.

The locations of the minigames are confusing; I was notified that there are two minigames but I could only find 1. I think adding minigame locations to the minimap could help with this.