

CS 362 In-Class Exercise: Project Beta Testing

Your name: Stephen Tsui

Project that you are testing: project_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 I am able to understand all the interesting features that the software will provide. It is an educational game that will teach you more about beavers through various games. This will also include a story and other aspects to make it more engaging and interesting. Overall, everything was organized well.

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 documentation to install and set up the application is available. I found the instructions a little bit confusing and unclear as I wasn't sure which files to download to get the game running. It was a bit confusing on whether to use the instructions for how to test or how to run. Otherwise, once I was able to find the correct installation link and download the zip file, it was relatively simple and easy to open the game and get it running.

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.

Use Case: Playing the swimming minigame.

While testing this minigame and playing it, everything in the game seemed to work properly. I understood how to move and what to do. A possible issue might be that you are unable to exit out of the game through pressing escape. You can't open the menu while in the minigame. This forces you to finish the minigame unless closing out of the entire page entirely. The functionality of the game worked well other than that.

Use Case: Opening the menu

Once starting the game and pressing escape to open the menu, you can not open the settings menu. Clicking the button does not work. While on the home screen, accessing the setting menu works correctly, but once loading into a game, new or loaded, pressing escape and clicking the setting button does not work.