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

**Your name: Troy Diaz**

**Project that you are testing: 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, the repository at https://github.com/Mikenunz1/EG\_For\_Learning\_Beavs/tree/main includes a README file that outlines the purpose of the software and provides instructions on building, testing, and running the game. The README offers a comprehensive overview of the project's features, including operational use cases such as starting a new game, adjusting settings, exploring the beaver habitat, and engaging with various user interfaces and mini-games.

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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.**

Yes, the repository provides comprehensive documentation for installing and setting up the software. The instructions detail the process of building the project using Godot 4.3, importing the necessary game files from the GitHub repository, and installing the Godot Unit Test (GUT) plugin for testing purposes. Additionally, guidance is provided for running the game by downloading it from the project's itch.io page.

However, I ran into issues running the installation. First, it gives an error by double clicking: “Apple could not verify “EGLB” is free of malware that may harm your Mac or compromise your privacy.”

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#### **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.

Since I was unable to install the game on Mac, I evaluated Mia’s Use Case.

Actor: A person interested in learning about beavers

Trigger: The person finds the Educational Game for Learning Beavers (EGLB) while researching beavers and decides to install it.

Preconditions: The user expects the game to provide educational value and accurate information about beavers.

Expected Post-conditions: The user installs the game successfully, plays it, and learns about beavers in an engaging way.

Step 1: Visiting the Game’s Itch.io Page - No issues

Step 2: Downloading the macOS Build - No issues

Step 3: Extracting & Running the Game - Issues here

* Error: “macOS cannot verify the developer. The app cannot be opened.”
* Issue: macOS blocks the game due to an unidentified developer and it cannot be bypassed through standard security settings.

My suggestion is to notarize the Game for macOS

1. Register as an Apple Developer (free or paid account).
2. Use Xcode or notarytool to notarize the app before distribution.
3. <https://developer.apple.com/documentation/security/notarizing-macos-software-before-distribution>

From this, the documentation should be updated to provide a workaround or guide users to use the Itch.io App.