

## **Test Report**

### **Testing Environment:**

Windows 7, 32-Bit.

Mozilla Firefox 25.0.1

Date: 3<sup>rd</sup> December

### **Input:**

*If “default settings” are stated, do not change Players, Counters or Board Size in the menu.*

*Hardware Input:* Left-Click (unless specified); Right-Click.

*Players:* How many players to start the game with.

*Counters:* How many counters each player should start with.

*Board size:* How many rows/columns the board will have

*Other:* Will be specified.

### **Instructions:**

Load the program with the specified browser. After performing a test, regardless of its success, reload the browser to reset the program before a new test is performed.

If a certain behaviour is expected, note it on the test log, reset the program, and begin the next test.

| <b>Test 1</b>            |   |
|--------------------------|---|
| <b>Black Box Testing</b> | Equivalence Partition   |
| <b>Objective</b>         | Test if game correctly applies settings specified in the menu.                                      |
| <b>Partition</b>         | Settings  |
| <b>Input</b>             | Default Settings; press “start”.  |
| <b>Expected Output</b>   | The game will load a board with 4x4 tiles, 2 players (red and blue), each starting with 4 counters. |
| <b>Test Time</b>         | 12:29:00  |
| <b>Test Result</b>       | As expected   |
| <b>Result</b>            | Success   |

| Test 2                   |  |
|--------------------------|--|
| <b>Black Box Testing</b> | Boundary Value Analysis  |
| <b>Objective</b>         | Test if game correctly applies settings specified in the menu.                                     |
| <b>Partition</b>         | Settings   |
| <b>Input</b>             | Board Size: 2, Players: 2, Counters: 1   |
| <b>Expected Output</b>   | The game will load a board with 2x2 tiles, 2 players (red and blue), each starting with 1 counter. |
| <b>Test Time</b>         | 12:31:00   |
| <b>Test Result</b>       | As expected  |
| <b>Result</b>            | Success  |

| Test 3                   |   |
|--------------------------|---|
| <b>Black Box Testing</b> | Boundary Value Analysis   |
| <b>Objective</b>         | Test if game correctly applies settings specified in the menu.  |
| <b>Partition</b>         | Settings  |
| <b>Input</b>             | Board Size: 6, Players: 4, Counters: 6  |
| <b>Expected Output</b>   | The game will load a board with 6x6 tiles, 4 players (red, blue, green, yellow), each starting with 6 counters. |
| <b>Test Time</b>         | 12:33:00  |
| <b>Test Result</b>       | As expected   |
| <b>Result</b>            | Success   |

| Test 4                   |   |
|--------------------------|---|
| <b>Black Box Testing</b> | Equivalence Partition   |
| <b>Objective</b>         | Test if the player can place their counters on any empty tile from off the board.   |
| <b>Partition</b>         | UI/Game rule adherence.   |
| <b>Input</b>             | Default Settings. At the beginning of the game, select a red counter not on the board (Left-Click), then select a tile on the board (Left-Click). |
| <b>Expected Output</b>   | The selected counter will move to the position of the selected tile.  |
| <b>Test Time</b>         | 12:35:00  |
| <b>Test Result</b>       | As expected   |
| <b>Result</b>            | Success   |

| Test 5                   |  |
|--------------------------|--|
| <b>Black Box Testing</b> | Equivalence Partition  |
| <b>Objective</b>         | Test if the game rejects invalid player moves.   |
| <b>Partition</b>         | UI/Game rule adherence.  |
| <b>Input</b>             | Default Settings. After red's move, select a blue counter not on the board (Left-Click), then select a red counter on the board. |
| <b>Expected Output</b>   | The game will not perform any action, and continue to wait for a different input.  |
| <b>Test Time</b>         | 12:36:00   |
| <b>Test Result</b>       | As expected  |
| <b>Result</b>            | Success  |

| Test 6                   |  |
|--------------------------|--|
| <b>Black Box Testing</b> | Equivalence Partition  |
| <b>Objective</b>         | Test if the game correctly allows the player to move the counters already on the board.  |
| <b>Partition</b>         | UI/Game rule adherence.  |
| <b>Input</b>             | Default Settings. After placing a counter on the board, when it is red's turn again, select a red counter on the board, then select a tile (with <b>no</b> counters on it neighbouring that tile). Do not perform any other input. |
| <b>Expected Output</b>   | The selected counter will move to the position of the selected tile.   |
| <b>Test Time</b>         | 12:37:00   |
| <b>Test Result</b>       | As expected  |
| <b>Result</b>            | Success  |

| Test 7                   |   |
|--------------------------|---|
| <b>Black Box Testing</b> | Boundary Value Analysis   |
| <b>Objective</b>         | Test if the game correctly allows the player to split their counters already on the board.  |
| <b>Partition</b>         | UI/Game rule adherence.   |
| <b>Input</b>             | Default Settings. After placing a counter on the board, when it is red's turn again, select the placed red counter (which will be on 2 health), then mouse over an empty neighbouring tile. Right click, then Left-Click. |
| <b>Expected Output</b>   | A new red counter will be created at the location of the mouse on the last Left-Click. Its health will be 1. The originally selected red counters health will be set to 1.  |
| <b>Test Time</b>         | 12:40:00  |
| <b>Test Result</b>       | As expected   |
| <b>Result</b>            | Success. Note that if this is performed with the last player, a Flux will occur directly afterwards, and increment all health by 1.   |

| Test 8                   |   |
|--------------------------|---|
| <b>Black Box Testing</b> | Boundary Value Analysis   |
| <b>Objective</b>         | Test if the game correctly allows the player to split their counters already on the board.  |
| <b>Partition</b>         | UI/Game rule adherence.   |
| <b>Input</b>             | Default Settings. Select a red counter (while it's red's turn) with health = 5. Mouse over an empty neighbouring tile. Right click until the transparent overlay displays 1, then Left-Click. |
| <b>Expected Output</b>   | A new red counter will be created at the location of the mouse on the last Left-Click. Its health will be 1. The originally selected red counters health will be set to 4.                    |
| <b>Test Time</b>         | 12:43:00  |
| <b>Test Result</b>       | As expected   |
| <b>Result</b>            | Success. Note that if this is performed with the last player, a Flux will occur directly afterwards, and increment all health by 1.   |

| Test 9                   |  |
|--------------------------|--|
| <b>Black Box Testing</b> | Equivalence Partition  |
| <b>Objective</b>         | Test the implementation of a "Critical Flux"   |
| <b>Partition</b>         | Game rule adherence.   |
| <b>Input</b>             | Board Size: 6, Players: 2, Counters: 6.<br>Select a counter belonging to the first (red) player and place it on an empty tile on the board.<br>Repeat this for the blue player.<br>Keep repeating these actions until there are no more counters left off the board. |
| <b>Expected Output</b>   | Every time the game "Fluxes", all counters will have their health incremented by 1. If a counters health is 5 before a Flux, it will be reset to 1.  |
| <b>Test Time</b>         | 12:47:00   |
| <b>Test Result</b>       | As expected  |
| <b>Result</b>            | Success  |

|                          |   |
|--------------------------|---|
| <b>Test 10</b>           |   |
| <b>Black Box Testing</b> | Equivalence Partition   |
| <b>Objective</b>         | Test whether the game removes players who “stalemate”.  |
| <b>Partition</b>         | Game rule adherence.  |
| <b>Input</b>             | Board Size: 2, Players: 4, Counters: 4.<br>Select a counter belonging to the first (red) player and place it on an empty tile on the board.<br>Repeat this for the remaining three players.   |
| <b>Expected Output</b>   | After the last player has performed their move, the game will display a message stating that red cannot make any further moves, remove all red counters from the game then Flux. After the flux, the next player after red (blue) will have their turn. |
| <b>Test 1 Time</b>       | 12:59:00  |
| <b>Test 1 Result</b>     | The game did not display a message stating that red had lost. It then proceeded to indicate that it was red's turn, but since red could make no valid moves, there was no possible way to progress to the next player (blue)'s turn.                    |
| <b>Result</b>            | Failure   |
| <b>Bug Fix Time</b>      | 03:02:00  |
| <b>Test 2 Time</b>       | 03:02:00  |
| <b>Test 2 Result</b>     | As expected   |
| <b>Result</b>            | Success   |