Testing Report

Team: No

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Methodology and Approaches

Due to the delay in setting up LibGDX headlessly (by the lead tester) led to initial testing of features (during development) to be performed manually (by the people creating new features) to ensure that the required new features were not delayed even more.

Furthermore, due to the lack of progress by the lead tester, some tests were written (by the developers) to test the new features being added.
Unfortunately, these tests are not complete due to the amount of time spent waiting for a framework to be built, and could not easily be built without a framework/helper functions.

Some tests were written, but due to the aforementioned issues, most of these tests do not currently compile because of a need for a LibGDX framework.
However, if LibGDX is correctly set up, these tests *should* compile.
Hence, there are very few tests which currently compile, execute and pass.

There are currently 22 automated tests, of which 8 pass.

Test Completeness and Correctness

Unfortunately, tests have only been written for the new features added, so test completion is rather lacking, especially for the vast majority of the game. Furthermore for the tests that have been written, they do not cover edge cases and are the bare minimum for the features to "work". This is compounded by the lack of automated testing making it very difficult to accurately account for all the edge cases.

Testing Material:
https://no-team30.github.io/WebsiteContinued/static/deliverables/new/TestResults.pdf