



GAMECEPTION

TEST REPORT

Version 1.0
25-April-2014

VERSION HISTORY

Version #	Implemented By	Revision Date	Approved By	Approval Date
1.0	1.PraveenKumar Elankovan 2. Mohd Asim 3. Vince Recupito 4. Leonel Zuniga	21-Apr-2014		24-Apr-2014

Table of Contents

1.0	INTRODUCTION	4
1.1	Purpose.....	4
2.0	TEST SUMMARY	4
2.1	<i>Unit Testing – Release 1</i>	4
2.2	<i>Unit Testing – Release 2</i>	4
2.3	<i>Integration Testing</i>	4
2.4	<i>Functionality Testing</i>	4
2.5	<i>Black box Testing</i>	5
2.6	<i>White box Testing</i>	5
3.0	TEST RESULTS.....	5
3.1	Unit Testing – Release 1	5
3.2	Unit Testing – Release 2.....	6
3.3	Integration Testing	7
3.4	Functional Testing.....	8
3.5	Black box Testing.....	9
3.6	White box Testing	18
4.0	INSPECTIONS	24
5.0	TEST INSTANCES.....	25
5.1	Resolved Test Incidents.....	25
5.2	Unresolved Test Incidents.....	25

1.0 INTRODUCTION

1.1 PURPOSE

This 'GameCeption' Test Report provides a summary of the results of test performed as outlined within this document.

2.0 TEST SUMMARY

Project Name: GameCeption
System Name: UNIX
Version Number: 1.0

2.1 UNIT TESTING – RELEASE 1

Test Owner: Vince Recupito, PraveenKumar, Mohammed Asim, Leonel Zuniga

Test Date: [03/09/2014] - [03/20/2014]

Test Results: 75 % of the test cases passed with one medium- priority defects

Additional Comments: Defects have been raised and the fixes for the defects has been deployed

2.2 UNIT TESTING – RELEASE 2

Test Owner: Vince Recupito, PraveenKumar, Mohammed Asim, Leonel Zuniga

Test Date: [03/30/2014] - [04/09/2014]

Test Results: All the test cases passed.

Additional Comments: No defects have been raised.

2.3 INTEGRATION TESTING

Test Owner: Vince Recupito, PraveenKumar, Mohammed Asim, Leonel Zuniga

Test Date: [04/10/2014] - [04/11/2014]

Test Results: 84 % of the test case passed with two high- priority defects

Additional Comments: Defects have been raised and the fixes for the defects have been deployed.

2.4 FUNCTIONALITY TESTING

Test Owner: Vince Recupito, PraveenKumar, Mohammed Asim, Leonel Zuniga

Test Date: [04/14/2014] - [04/20/2014]

Test Results: 75% of the test cases passed with two high-priority defects

Additional Comments: One defect has been fixed and another has been planned for post-production release.

2.5 BLACK BOX TESTING

Test Owner: Vince Recupito, PraveenKumar, Mohammed Asim, Leonel Zuniga

Test Date: [04/14/2014] - [04/20/2014]

Test Results: 100 % of the test cases passed with no defects

Additional Comments: No defects have been raised.

2.6 WHITE BOX TESTING

Test Owner: Vince Recupito, PraveenKumar, Mohammed Asim, Leonel Zuniga

Test Date: [04/14/2014] - [04/20/2014]

Test Results: 100 % of the test cases passed with no defects

Additional Comments: No defects have been raised.

3.0 TEST RESULTS

3.1 UNIT TESTING – RELEASE 1

Unit testing activities were performed during the development of the system build or release. The table below summarizes the results of unit testing done for release-1:

TC ID	Date Tested	Test Case	Tester	Pass/Fail	Severity	Defect Summary	Comments
1	26-Feb-14	Play game option page is displayed	PraveenKumar	Pass			
2	27-Feb-14	Play with AI agent	Mohd Asim	Pass			
3	27-Feb-14	Play with another player	Vince Recupito	Pass			
4	27-Feb-14	Display Results	Leonel Zuniga	Fail	Medium	Defect -1 : Result not displayed	Defect Fixed

3.2 UNIT TESTING – RELEASE 2

The table below summarizes the results of unit testing done for release-2:

TC ID	Date Tested	Test Case	Tester	Pass/Fail	Severity	Defect Summary	Comments
1	7-Apr-14	Select Mini Game	Leonel Zuniga	Pass			
2	7-Apr-14	Play miniGame-Trivia	Vince Recupito	Pass			
3	8-Apr-14	Play miniGame: BlackJack	PraveenKumar	Pass			
4	8-Apr-14	Play miniGame: BookCricket	Mohd Asim	Pass			
5	8-Apr-14	Play miniGame: RandomChance	Vince Recupito	Pass			
6	8-Apr-14	Play miniGame: Stone Papers Scissors	PraveenKumar	Pass			
7	8-Apr-14	Play miniGame: JackPot	Mohd Asim	Pass			
8	8-Apr-14	Play miniGame: Whack a Mole	Leonel Zuniga	Pass			
9	8-Apr-14	Play miniGame: Match the Pattern	Leonel Zuniga	Pass			
10	8-Apr-14	Play miniGame: Android Quiz	PraveenKumar	Pass			
11	8-Apr-14	Play miniGame: Luck and Skill	Leonel Zuniga	Pass			
12	9-Apr-14	Show mini game result	Vince Recupito	Pass			

3.3 INTEGRATION TESTING

The strategy used for integration testing is top-down approach. The main game is developed and all the mini games are developed individually. Then the mini games are integrated one by one to the main game and the results are summarized in the below table:

TC ID	Date Tested	Test Case	Tester	Pass/Fail	Severity	Defect Summary	Comments
1	10-Apr-14	Select mini game dialog	Vince Recupito	Pass			
2	10-Apr-14	Integration of Stone Papers Scissors	PraveenKumar	Fail	High	Defect-2: Result does not get carried to the main game	Fixed on 10-Apr-2014
3	10-Apr-14	Integration of Luck and Skill	Leonel Zuniga	Pass			
4	10-Apr-14	Integration of JackPot	Mohd Asim	Pass			
5	10-Apr-14	Integration of RandomChance	Vince Recupito	Pass			
6	10-Apr-14	Integration of BlackJack	PraveenKumar	Pass			
7	10-Apr-14	Integration of Book Cricket	Mohd Asim	Pass			
8	11-Apr-14	Integration of BombMine	Mohd Asim	Pass			
9	11-Apr-14	Integration of Match Pattern	Leonel Zuniga	Pass			
10	11-Apr-14	Integration of AndroidQuiz	PraveenKumar	Pass			
11	11-Apr-14	Integration of Trivia	Vince Recupito	Pass			
12	11-Apr-14	Integration of Whack a mole	Leonel Zuniga	Fail	High	Defect-3: Result do not fill into the correct tile in the main game	Fixed on 11-Apr-2014

3.4 FUNCTIONAL TESTING

The table below summarizes the test cases employed for functional testing and the test results obtained for each test case:

TC ID	Date Tested	Test Case	Tester	Pass/Fail	Severity	Defect Summary	Comments
1	13-Apr-14	Option of play-Single/Multi Player	PraveenKumar	Fail	High	Defect- 4: LAN is not implemented	Defect Fix planned for post-production
2	13-Apr-14	Selecting Grid Size	Leonel Zuniga	Pass			
3	13-Apr-14	Toggle between players	Vince Recupito	Pass			
4	13-Apr-14	Number of mini Games	Mohd Asim	Pass			
5	13-Apr-14	Choose mini game	Vince Recupito	Pass			
6	13-Apr-14	Displaying the results in main game	Mohd Asim	Pass			
7	13-Apr-14	Effect of result of mini game in the main game	PraveenKumar	Pass			
8	13-Apr-14	Functionality of mini games	Leonel Zuniga	Fail	High	Defect -5: BlackJack not working according to the rules	Fixed

3.5 BLACK BOX TESTING

The table below summarizes the test cases employed for black box testing and the test results obtained for each test case:

ID	Function : Class	Tester	Description	Expected Result	Pass / Fail
1	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in single player. 2. Select Board of size 3 (min).	The program should display a centered board of size 3x3 equal sized tiles.	Pass
2	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in multi- player. 2. Select Board of size 3 (min).	The program should display a centered board of size 3x3 equal sized tiles.	Pass
3	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in single player. 2. Select Board of size 8 (max).	The program should display a centered board of size 8x8 equal sized tiles.	Pass
4	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in multi- player. 2. Select Board of size 8 (max).	The program should display a centered board of size 8x8 equal sized tiles.	Pass
5	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in single player. 2. Select Board of size 5.	The program should display a centered board of size 5x5 equal sized tiles.	Pass
6	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in multi- player. 2. Select Board of size 5.	The program should display a centered board of size 5x5 equal sized tiles.	Pass

GameCeption

7	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in multi-player. 2. Select "X" to close this dialog window.	The program should display a centered board of size 3x3 (default) equal sized tiles.	Pass
8	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in multi-player. 2. Select board of size 3. Then change this selection to board of size 5.	The program should display a centered board of size 5x5 equal sized tiles.	Pass
9	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested in multi-player. 2. Select board of size 3. Play complete game. 4. Exit to main menu. 5. Get to the point of program where size of board is requested in multi-player. 6. Select board of size 5.	The program should display a centered board of size 3x3 equal sized tiles. The program should play a complete game and exit to main menu. The program should display a centered board of size 5x5 equal sized tiles.	Pass
10	on_b_tile_clicked() : MainWindow	Praveen Kumar	Get to the point of the game where a tile is clicked in a single player game	Select miniGame dialog pops up with list of mini games	Pass
11	on_b_tile_clicked() : MainWindow	Praveen Kumar	1. Get to the point of the game where a tile is clicked in a single player game 2. Select any mini game 3. Play the mini game. 4. The player wins.	Symbol 'X' is placed into the tile	Pass
12	on_b_tile_clicked() : MainWindow	Praveen Kumar	1. Get to the point of the game where a tile is clicked in a single player game 2. Select any mini game 3. Play the mini game. 4. The player loses.	Symbol 'O' is placed into the tile	Pass

GameCeption

13	on_b_tile_clicked() :MainWindow	Praveen Kumar	<ol style="list-style-type: none"> 1. Get to the point of the game where a tile is clicked in a single player game 2. Select any mini game 3. Play the mini game. 4. The player loses. 5. Symbol 'O' is placed. 	Before the next turn AI places the symbol 'O' in any of the free tile	Pass
14	on_b_tile_clicked() :MainWindow	Praveen Kumar	<ol style="list-style-type: none"> 1. Get to the point of the game where a tile is clicked in a single player game 2. Select any mini game 3. Play the mini game. 4. The player loses. 5. Symbol 'O' is placed. 6. Wait for AI to place its symbol 7. Click on the same tile where 'O' is placed 	Nothing happens as the tile already played for cannot be played again	Pass
15	on_b_tile_clicked() :MainWindow	Praveen Kumar	<ol style="list-style-type: none"> 1. Get to the point of the game where a tile is clicked in a single player game 2. Select any mini game 3. Play the mini game. 4. The player loses. 5. Symbol 'O' is placed. 6. Wait for AI to place its symbol 7. Click on the same tile where 'X' is placed 	Nothing happens as the tile already played for cannot be played again	Pass
16	on_b_tile_clicked() :MainWindow	Praveen Kumar	Get to the point of the game where a tile is clicked in a multi-player game	Select miniGame dialog pops up with list of mini games	Pass

GameCeption

17	on_b_tile_clicked() :MainWindow	Praveen Kumar	1. Get to the point of the game where a tile is clicked in a Multi-player game 2. Select any mini game 3. Play the mini game. 4. The player1 wins.	Symbol 'X' is placed into the tile and the the chance is toggled to the player '2'	Pass
18	on_b_tile_clicked() :MainWindow	Praveen Kumar	1. Get to the point of the game where a tile is clicked in a multi-player game 2. Select any mini game 3. Play the mini game. 4. The player1 loses.	Symbol 'O' is placed into the tile	Pass
19	on_b_tile_clicked() :MainWindow	Praveen Kumar	1. Get to the point of the game where a tile is clicked in a multi-player game 2. Select any mini game 3. Play the mini game. 4. The player2 loses.	Symbol 'X' is placed into the tile	Pass
20	on_b_tile_clicked() :MainWindow	Praveen Kumar	1. Get to the point of the game where a tile is clicked in a multi-player game 2. Select any mini game 3. Play the mini game. 4. The player1 loses. 5. Symbol 'O' is placed. 6. Player2 click on the same tile where 'O' is placed	Nothing happens as the tile already played for cannot be played again	Pass
21	on_b_tile_clicked() :MainWindow	Praveen Kumar	1. Get to the point of the game where a tile is clicked in a multi-player game 2. Select any mini game 3. Play the mini game. 4. The player1 wins. 5. Symbol 'X' is placed. 6. Player2 clicks on the same tile where 'X' is placed	Nothing happens as the tile already played for cannot be played again	Pass

GameCeption

22	on_b_tile_clicked():MainWindow	Praveen Kumar	<ol style="list-style-type: none"> 1. Get to the point of the game where a tile is clicked in a multi-player game 2. Select any mini game 3. Play the mini game. 4. The player1 wins. 5. Symbol 'X' is placed. 6. Tiles in a same row/ column/ diagonal contain same symbol 	Display results and disable all the tiles except 'End Game'	Pass
23	on_b_tile_clicked():MainWindow	Praveen Kumar	<ol style="list-style-type: none"> 1. Get to the point of the game where a tile is clicked in a multi-player game 2. Select any mini game 3. Play the mini game. 4. The player1 loses. 5. Symbol 'O' is placed. 6. Tiles in a same row/ column/ diagonal contain same symbol 	Display results and disable all the tiles except 'End Game'	Pass
24	on_b_tile_clicked():MainWindow	Praveen Kumar	<ol style="list-style-type: none"> 1. Get to the point of the game where a tile is clicked in a multi-player game 2. Select any mini game 3. Play the mini game. 4. The player1 wins. 5. Symbol 'X' is placed. 6. Wait for AI to complete its turn 6. Tiles in a same row/ column/ diagonal contain same symbol 	Display results and disable all the tiles except 'End Game'	Pass
18	playMini():MainWindow	Leonel Zuniga	<ol style="list-style-type: none"> 1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Random Chance. 	The Minigame Random Chance should launch.	Pass
19	playMini():MainWindow	Leonel Zuniga	<ol style="list-style-type: none"> 1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Whack a Mole. 	The Minigame Whack a Mole should Launch.	Pass
20	playMini():MainWindow	Leonel Zuniga	<ol style="list-style-type: none"> 1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Luck and Skill. 	The minigame Luck and Skill should launch.	Pass

GameCeption

21	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Bomb Mine.	The minigame BombMine should launcnch.	Pass
22	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Cricket.	The minigame Cricket should Launch.	Pass
23	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Android Quiz.	The minigame Android Quiz should launch.	Pass
24	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Stone Paper Scissors.	The minigame Stone Paper Scirssors should launch.	Pass
25	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Black Jack	The minigame Black Jack should launch.	Pass
26	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Trivia.	The minigame Trivia should launch.	Pass
27	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Jackpot.	The minigame Jackpot should launch.	Pass
28	playMini(): MainWindow	Leonel Zuniga	1. Get to the the point of the program where the player selects the Minigame. 2. Select the Minigame Match the Pattern.	The minigame Match the Pattern should launch.	Pass

GameCeption

29	setWin() all Minigames	Leonel Zuniga	Player 'X' plays Cricket mini game and wins.	'X' symbol is placed in the main tic-tac-toe game.	Pass
30	setLose() all Minigames	Leonel Zuniga	Player 'X' plays Cricket mini game and loses.	'O' symbol is placed in the main tic-tac-toe game.	Pass
31	setWin() all Minigames	Leonel Zuniga	Player 'O' plays Cricket mini game and wins.	'O' symbol is placed in the main tic-tac-toe game.	Pass
32	setLose() all Minigames	Leonel Zuniga	Player 'O' plays Cricket mini game and loses.	'X' symbol is placed in the main tic-tac-toe game.	Pass
33	setWin() all Minigames	Leonel Zuniga	Player 'X' plays Bomb Mine mini game and wins.	'X' symbol is placed in the main tic-tac-toe game.	Pass
34	setLose() all Minigames	Leonel Zuniga	Player 'X' plays Bomb Mine mini game and loses.	'O' symbol is placed in the main tic-tac-toe game.	Pass

GameCeption

35	setWin() all Minigames	Leonel Zuniga	Player 'O' plays Bomb Mine mini game and wins.	'O' symbol is placed in the main tic-tac-toe game.	Pass
36	setLose() all Minigames	Leonel Zuniga	Player 'O' plays Bomb Mine mini game and loses.	'X' symbol is placed in the main tic-tac-toe game.	Pass
37	setWin() all Minigames	Leonel Zuniga	Player 'X' plays Jackpot mini game and wins.	'X' symbol is placed in the main tic-tac-toe game.	Pass
38	setLose() all Minigames	Leonel Zuniga	Player 'X' plays Jackpot mini game and loses.	'O' symbol is placed in the main tic-tac-toe game.	Pass
39	setWin() all Minigames	Leonel Zuniga	Player 'O' plays Jackpot mini game and wins.	'O' symbol is placed in the main tic-tac-toe game.	Pass
40	setLose() all Minigames	Leonel Zuniga	Player 'O' plays Jackpot mini game and loses.	'X' symbol is placed in the main tic-tac-toe game.	Pass
41	setWin() all Minigames	Mohd Asim	Player 'X' plays Whack a Mole mini game and wins.	'X' symbol is placed in the main tic-tac-toe game.	Pass
42	setLose() all Minigames	Mohd Asim	Player 'X' plays Whack a Mole mini game and loses.	'O' symbol is placed in the main tic-tac-toe game.	Pass
43	setWin() all Minigames	Mohd Asim	Player 'O' plays Whack a Mole mini game and wins.	'O' symbol is placed in the main tic-tac-toe game.	Pass

GameCeption

44	setLose() all Minigames	Mohd Asim	Player 'O' plays Whack a Mole mini game and loses.	'X' symbol is placed in the main tic-tac-toe game.	Pass
45	setWin() all Minigames	Mohd Asim	Player 'X' plays Match Pattern mini game and wins.	'X' symbol is placed in the main tic-tac-toe game.	Pass
46	setLose() all Minigames	Mohd Asim	Player 'X' plays Match Pattern mini game and loses.	'O' symbol is placed in the main tic-tac-toe game.	Pass
47	setWin() all Minigames	Mohd Asim	Player 'O' plays Match Pattern mini game and wins.	'O' symbol is placed in the main tic-tac-toe game.	Pass
48	setLose() all Minigames	Mohd Asim	Player 'O' plays Match Pattern mini game and loses.	'X' symbol is placed in the main tic-tac-toe game.	Pass
49	setWin() all Minigames	Mohd Asim	Player 'X' plays Luck and Skill mini game and wins.	'X' symbol is placed in the main tic-tac-toe game.	Pass
50	setLose() all Minigames	Mohd Asim	Player 'X' plays Luck and Skill mini game and loses.	'O' symbol is placed in the main tic-tac-toe game.	Pass
51	setWin() all Minigames	Mohd Asim	Player 'O' plays Luck and Skill mini game and wins.	'O' symbol is placed in the main tic-tac-toe game.	Pass
52	setLose() all Minigames	Mohd Asim	Player 'O' plays Luck and Skill mini game and loses.	'X' symbol is placed in the main tic-tac-toe game.	Pass

3.6 WHITE BOX TESTING

The table below summarizes the test cases employed for white box testing and the test results obtained for each test case:

ID	Function : Class	Tester	Description	Expected Result	Pass / Fail
1	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested (single player or multi-player). 2. Select Board of size 3 (min).	The "tile" array should be allocated and each index should have a "Tile" class instance containing the correct "row" and "col" values.	Pass
2	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested (single player or multi-player). 2. Select Board of size 5.	The "tile" array should be allocated and each index should have a "Tile" class instance containing the correct "row" and "col" values.	Pass
3	configureBoard() : MainWindow	Vince Recupito	1. Get to the point of program where size of board is requested (single player or multi-player). 2. Select Board of size 8 (max).	The "tile" array should be allocated and each index should have a "Tile" class instance containing the correct "row" and "col" values.	Pass
4	on_b_tile_clicked() :MainWindow	Praveen Kumar	The function has a tile object 'button'	The button should be an instance of the tile that is clicked by the player	Pass

GameCeption

5	on_b_tile_clicked() :MainWindow	Praveen Kumar	The variable 'didWinMini' of type boolean should contain a boolean value which states whether the player wins the miniGame or loses it	The playMini() function is called and miniGame is played. The result is stored into the bool variable 'didWimMini'	Pass
6	on_b_tile_clicked() :MainWindow	Praveen Kumar	The variable 'didWinMini' of type boolean determines what symbol to be filled in the tile	The variable 'playerTurn' is passed as an argument to the function TogglePlayer() but playerTurn should be determined based on the 'didWinMini'	Pass
7	on_b_tile_clicked() :MainWindow	Praveen Kumar	After the AI's turn, the turn has to be toggled to the player	The function 'togglePlayer()' has to be called after the AI fills its symbol into the tile in the function	Pass
8	on_b_tile_clicked() :MainWindow	Praveen Kumar	The win condition is to be checked at the end of each turn irrespective of the turn being AI's or player's	The function 'checkWin()' has to be called at the end of both player's and AI's turn	Pass
9	on_b_tile_clicked() :MainWindow	Praveen Kumar	The AI's should not be allowed a turn in case the game is multi-player game	The 'flagAI' variable of type boolean should ensure the AI is not allowed to fill it's symbol in case of multi-player game	Pass

GameCeption

10	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max1 to see if any of the rows has all 'X's, which leads to a win case.	If all 'X's has been encountered in one of the rows, then the player corresponding to the 'X' symbol should win and returns 1.	Pass
11	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max2 to see if any of the rows has all 'O's, which leads to a win case.	If all 'O's has been encountered in one of the rows, then the player corresponding to the 'O' symbol should win and returns 1.	Pass
12	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max3 to see if any of the columns has all 'X's, which leads to a win case.	If all 'X's has been encountered in one of the columns, then the player corresponding to the 'X' symbol should win and returns 1.	Pass
13	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max4 to see if any of the columns has all 'O's, which leads to a win case.	If all 'O's has been encountered in one of the columns, then the player corresponding to the 'O' symbol should win and and returns 1.	Pass
14	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max5 to see if the diagonal starting from leftmost top to the rightmost bottom has all 'O's, which leads to a win case.	If all 'X's has been encountered in the diagonal starting from leftmost top to the rightmost bottom , then the player corresponding to the 'X' symbol must win and returns 1.	Pass

GameCeption

15	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max6 to see if the diagonal starting from leftmost top to the rightmost bottom has all 'O's, which leads to a win case.	If all 'O's has been encountered in the diagonal starting from leftmost top to the rightmost bottom, then the player corresponding to the 'O' symbol should win and returns 1.	Pass
16	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max7 to see if the diagonal starting from rightmost top to the leftmost bottom has all 'X's, which leads to a win case.	If all 'X's has been encountered in the diagonal starting from rightmost top to the leftmost bottom, then the player corresponding to the 'X' symbol should win and returns 1.	Pass
17	checkWin(): MainWindow	Mohd Asim	The function maintains a counter max8 to see if the diagonal starting from rightmost top to the leftmost bottom has all 'O's, which leads to a win case.	If all 'O's has been encountered in the diagonal starting from rightmost top to the leftmost bottom, then the player corresponding to the 'O' symbol should win and returns 1.	Pass
18	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Random Chance.	The IF statement containing the string "Random Chance" should execute and launch the minigame Random Chance	Pass

GameCeption

19	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Whack A Mole.	The IF statement containing the string "Whack A Mole" should execute and launch the minigame Random Chance	Pass
20	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Luck and Skill.	The IF statement containing the string "Luck and Skill" should execute and launch the minigame Random Chance	Pass
21	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Bomb Mine.	The IF statement containing the string "Bomb Mine" should execute and launch the minigame Random Chance	Pass
22	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Cricket.	The IF statement containing the string "Cricket" should execute and launch the minigame Random Chance	Pass
23	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Android Quiz.	The IF statement containing the string "Android Quiz" should execute and launch the minigame Random Chance	Pass
24	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Stone Paper Scissors.	The IF statement containing the string "Stone Paper Scissors" should execute and launch the minigame Random	Pass

GameCeption

				Chance	
25	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Blackjack.	The IF statement containing the string "Blackjack" should execute and launch the minigame Random Chance	Pass
26	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Trivia.	The IF statement containing the string "Trivia" should execute and launch the minigame Random Chance	Pass
27	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Jackpot.	The IF statement containing the string "Jackpot" should execute and launch the minigame Random Chance	Pass
28	playMini(): MainWindow	Leonel Zuniga	1. Get to the point of the program where the player selects the Minigame. 2. Select the Minigame Match Pattern.	The IF statement containing the string "Match Pattern" should execute and launch the minigame Random Chance	Pass

4.0 INSPECTIONS

ID	Function : Class	Inspector	Analysis
1	On_b_tile_clicked(): MainWindow	Mohd Asim	This piece of code looks to have captured the sequence of various events and validations on the click of tiles in the tic-tac-toe game. It calls methods to start with mini games, disallowing to change already placed choice, checking for a win or lose or tie case at every tile click. The naming conventions have been followed for variables and no hard coding of data is done.
2	checkWin(): MainWindow	Vince Recupito	The code completely implements its purpose to check if a board is in a winning state or not. This code additionally modifies the board to set the winning configuration to be highlighted. This should be moved to another function not reachable from the checkWin function as checkWin should be immutable and not implement this feature. Some local variables that are inside their own scope are identified by numbers in ascending order between scopes. In fact, these local variables should all have the same name as their declaration does not conflict with each other. One local variable is declared when not necessary. All other features of the code comply with the standard agreed on by the team before development commenced.
3	on_b_end_game_clicked(): MainWindow	Leonel Zuniga	This code executes after a full game of Gameception has been played. It reset all the values in the resultArray array and tile array. After a game of Gameception has been played this code is called once the player clicks on the "End Game" button that is displayed after someone has won a game. At which point all the value in the resultArray array and tile array are result to their original default values that we have programmed. These values of result array are used to determine who has won the game and the values in tile are the tiles that are displayed to the player with either an X or an O. This code only resets the default values and does not interfere with any other aspect of the game. This method can be further broken down into separate functions. One that clears the resultArray array and the other which clears the tile array, which are called upon once on_b_end_game_clicked. We would do that so that we can also clear the arrays at other times and not just when the game has ended. Afterwards the player or players can play another game of Gameception if they wish to do so.

GameCeption

4	playMini(): MainWindow	Praveen Kumar	The function performs its basic functionality of getting the name of the miniGame to be played by the player and calling the mini game implementation based on the name. The return is a bool which stores a value based on which the player Win/Lose is determined. The 'SelectMinigameDialog' invocation has to be moved to another function and that function has to be called instead of having the invocation code in this function itself. One more change that can be recommended is using a 'switch' statement instead so many 'if..else if..' as it can have its say in the performance (Switch having more than 5 entries uses a lookup table/hash list and takes same time for all the entries whereas in other case a condition for a mini game 'Whack A Mole' may execute only after checking 10 conditions). To improve the readability, comments could be added to the calls from each 'ifs'.
---	---------------------------	------------------	--

5.0 TEST INSTANCES

5.1 RESOLVED TEST INCIDENTS

Defect ID	Defect Description	Priority	Defect found by	Defect Fixed by	Fixed Date	Comments
1	Display Results	Medium	Leonel Zuniga	Mohd Asim	28-Feb-14	Fixed. Deployed for Release - 1
2	Result of stone paper scissors do not affect the main game	High	Praveen Kumar	Vince Recupito	10-Apr-14	Fixed. Deployed for Release-2
3	Result of 'whack a mole' do not fill into the correct tile in the main game	High	Leonel Zuniga	Praveen Kumar	11-Apr-14	Fixed. Deployed for Release-2
5	BlackJack not working according to the rules	High	Leonel Zuniga	Mohd Asim	14-Apr-14	Fixed. Deployed for Final release

5.2 UNRESOLVED TEST INCIDENTS

Defect ID	Defect Description	Priority	Defect found by	Defect Fixed by	Fixed Date	Comments
4	LAN is not implemented	High	PraveenKumar	Leonel Zuniga		Fix planned for post-production