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|  | Dungeon of Dooom |
|  | **CM50109 Coursework 2**  **Document Two** |

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| **[**team memberS**]**  **MATTSI JANSKY**  **ARYA NALINKUMAR**  **SELIN KUTLAMIS**  **ANASTASIOS GEMTOS**  **QIAN ZHOU**  **XIAOXIAO FAN** |

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TEST PLAN

Testing is a crucial part of designing a software system. Testing enables us to make a clear concise design decisions early in development and by providing tests that match these designs ensures that if these design decisions are changed, appropriate attention and fair warning will be given to their impact. Kaner (2006) suggests that tests should not be absolute and final but should start off simply and evolve over time with the system. In line with this we aim to start with few, basic tests and add new tests as we add new features via Test Driven Development.

In this sense, we are closer to using Exploratory Testing rather than Automated Testing- that is, the responsibility for running tests belongs with the developer and not an automated system. We must vigilantly run tests ourselves.

We intend to test the system using Unit and Integration Tests, both Black-Box and White-Box, including boundary cases. Unit testing will likely necessitate that we use stubs and build our system in a component-oriented or modular way (ISTQB Exam Certification, n.d.).

Test-Driven Development

We will follow test-driven development, writing interfaces or stubs of our components first and tests for those unimplemented components.

Tests

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| --- | --- | --- | --- | --- |
| Test name | Component being tested | Input | Expected output | Purpose |
| ShouldConnectToDatabase | DatabaseConnection | n/a | An open database connection | Can generate a database connection |
| ShouldCloseDatabase | DatabaseConnection | n/a |  | Can close a generated connection |

Project Diaries

Mattsi Jansky:

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| **Date** | **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **31s Oct** | Attended first group meeting |  | Attended second group meeting |  |  | Reviewed lecture slides/notes and spec in prep for Monday meet | Reviewed lecture slides/notes and spec in prep for Monday meet |
| **7th Nov** | Attended group meeting  Gave presentation on findings  Worked with group on requirements analysis Introduced team to Trello & setup backlog/sprint boards  Kept meeting notes  Proposed choosing leader | Worked with Tassos to produce several usecases | Attended group meeting  Worked with group on CRC cards  Added some tasks to Trello |  |  |  |  |
| **14th Nov** | Attended group meeting  Worked with group on CRCs and task estimations | Produced timescale document, to be discussed with team Weds. | Attended team meeting  Introduced team to timescale document, made final changes to it. |  | Worked with Tassos on database creation, basic project layout and interfacing with database. |  |  |
| **21st Nov** | Attended team meeting  Worked on UML |  | Attended team meeting |  |  | Worked on Test Plan and researched Java API frameworks | Worked on Test Plan and researched Java API frameworks |
| **28th Nov** | Attended team meeting  Arranged next Sprint Created all remaining Trello cards and filled in various technical details of cards  Had meeting with Julian  Tested Java API framework | Setup Jersey API framework  Refactored project structure  Worked with Tassos to setup skeleton of project ie blank endpoints, services and tests | Worked with Qian to: implement IOservice, add JSON framework to project, start JSON service (implement tests) |  | Worked with Qian to implement JSON service |  |  |
| **5th Dec** | Worked with Selin and Arya to review their work on the login/registration card  Picked up the login/registration card and started work on it  Set up Sprint 5 in Trello  Attended team meeting  Attended team meeting with customer | Implemented AuthorisationService  Fixed web service setup issues  Implemented PlayerController  Added validation to web service  Started client-server interaction | Continued client-server interaction, implemented login/registration from client side  Attended team meeting  Implemented state memory architecture (MatchList)  Began implementing MatchService/ MatchController | Continued implementing MatchService/ MatchController  Improved state memory architecture  Implemented JSON support in service  Implemented JSON support in Java test client to test endpoints (and later for bot?) | Finished implementing MatchService / MatchController  Implemented StateService (except for visibility)  Implemented “Game/Status” endpoint  Implemented basic client lobbying | Implemented match details, joining a match, starting a new match in client  Implemented starting a match in client  Implemented basic rendering in client based on Tassos’ render code, added players to display | Implemented game loop & communication  Implemented automatic refresh for lobby list & match status  Improved graphics  Added functionality to leave a game, in server and client  Added StateService use of VisibilityService  Implemented basic use of visible tiles in client  Began to implement bot project Began to merge client design with prototype |
| **12th Dec** | Finished merging functional prototype with client design  Improved the client and fixed bugs  Added ability to load different levels  Fixed a lot of bugs  Added endgame state  Implemented graphical visibility in the client  Implemented scoreboard controller/action in server  Implemented scoreboard in client | Fixed a lot of bugs  Implemented simultaneous start between players |  |  |  |  |  |

Anastasios Gemtos:

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| **Date** | **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **31s Oct** | Team Meeting  (sprint 0) |  | Team Meeting |  |  |  |  |
| **7th Nov** | Team Meeting (sprint 1) | I worked on use cases with Mattsi about player actions in the dungeon. | Team Meeting (use cases, CRC) |  |  |  |  |
| **14th Nov** | Team Meeting (CRC, Task estimation)  (sprint 2) |  | Team Meeting  (Created UML classes and discussed about system architecture) |  | Worked with Mattsi on setting up the database. We implemented some functionality based on models from UML classes |  |  |
| **21st Nov** | Team Meeting  (Completed the UML classes both in client and server)  (sprint 3) |  | Team Meeting  (Reviewed all the documentation so far) |  |  |  | Updated the requirement analysis and the use cases on our documents. |
| **28th Nov** | Team Meeting  (worked on a document about document style and code style conventions, created draft overview of our work so far, meeting with customer)  (sprint 4) | Worked with Mattsi on the skeleton of web server’s framework. | Team Meeting  (Worked with Xiao on database) | Completed the database functionality. | Worked on rendering the dungeon’s map on web browser. | Completed the rendering of dungeon’s map on web browser. |  |
| **5th Dec** | Team Meeting  (Meeting with Julian to discuss our progress)  (sprint 5) | Worked on Character model. | Worked with Qian on Visibility on the server-side. | Completed the Visibility service to meet unit tests requirements. |  |  | Worked with Arya on Movement service. |
| **12th Dec** | Added coin collection functionality on movement service. Worked on movement on client side. Updated documentation. Team Meeting (with Julian to show him our playable demo).  (sprint 6) |  |  |  |  |  |  |

Selin Kutlamis:

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| **Date** | **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **31s Oct** | First group meeting, understand the document of project |  | Second group meeting,  Understand the document of project |  |  |  | Prep for Monday meet |
| **7th Nov** | Team meeting  Worked with group on requirements analysis Meet Trello  Brainstorming, Discussion  Add meeting notes  Choose leader |  | Attended group meeting  Worked with group on use cases |  |  |  |  |
| **14th Nov** | Group meeting  Worked with group on CRCs and task estimations |  | Write timescales Pair Groups are defined |  |  | Preparation for Uml diagrams | Investigate layout design |
| **21st Nov** | Uml diagrams creation |  | Menu/Login/Score Layout  Worked with Pair Programmer Arya | Customer Requirements /Reader’s Guide documentation | Customer Requirements /Reader’s Guide documentation | Creation of mock up | Creation of uml diagrams and continued to document checking. |
| **28th Nov** | Weekly meeting and discussion |  | Sprint meeting |  | Investigation on login and registration with MVC  Work with pair programmer Arya | Investigation on login and registration restful api | Investigation on login and registration restful api |
| **5th Dec** | Working with pair programmers Mattsi,Arya on login and registration  Meeting with customer |  | Sprint meeting discussion  Produce documentation layout |  | Work on documentation | Work on documentation | Work on documentation  Score Interaction investigation |
| **12th Dec** | Team meeting  Writing Document 1 and document2  Meeting with customer | Worked with the Pair Programmer Tasos on score/timer interaction | Team Meeting  Writing Document 1 and document2 |  |  |  |  |

Qian Zhou :

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| **Date** | **Mondy** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **31s Oct** | Team Meeting |  | Team Meeting |  |  |  |  |
| **7th Nov** | Team Meeting (sprint0) – worked with group on the requirements analysis. | Worked with Xiao on the use cases about the user interaction before playing the game. | Team Meeting – worked with group on the use cases and CRC cards. |  |  |  |  |
| **14th Nov** | Team Meeting – worked with group on the CRC cards and task estimations. |  | Team Meeting - worked with group on the UML classes and system architecture. Discuss about the timescale and divided the tasks for pair programming. |  | Worked on the design of the map interface. | Worked on the design of the map interface. |  |
| **21st Nov** | Team Meeting - worked with group on the UML classes both in client and server. |  | Team Meeting – Worked on the documentation. |  | Create the Json files for different levels of the dungeon. | Create the Json files for the maps. Write the documentation about the Json files. |  |
| **28th Nov** | Team Meeting - separate the tasks in next sprint, had a meeting with Julian.  Worked with Xiao on determining the final design of our maps and finished the Json file. | Create and add two classes - Map and Tile to the project. | Worked with Mattis to implement the IOservice, add Json Framework to project, start Json service (including tests). |  | Worked with Mattis to implement Json service (parse map Json, Model map in code). |  |  |
| **5th Dec** | Team Meeting – separate the tasks in Sprint 5. |  | Worked with Tasos on the visibility in server. |  |  |  |  |
| **12th Dec** | Team Meeting – list the unfinished work both for codes and documentation, and arrange the tasks in the final week. | Worked on the interface part of the documentation. | Worked on the documentation. |  |  |  |  |

Xiao Fan:

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| **Date** | **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **31s Oct** | Team Meeting |  | Team Meeting |  |  |  |  |
| **7th Nov** | Team Meeting (sprint 1) | I worked on a use case with Qian about log in and menu design in the dungeon. | Team Meeting (use cases, CRC)  (I took the Meeting Minutes) |  |  |  |  |
| **14th Nov** | Team Meeting (the rest of CRC)  (sprint 2) |  | Team Meeting (Task estimation) |  |  |  |  |
| **21st Nov** | Team Meeting (UML, Diagram)  (sprint 3) |  | Team Meeting (Client UML, Diagram, documentation tasks distribution) |  |  | Learn JSON | Dungeon interface |
| **28th Nov** | Team Meeting  Create JSON file about the interface of Dungeon(Qian)  (sprint 4) |  | Creating database  Build play model,  Connect SQL with JAVA(Tasos), Building web service framework |  |  |  |  |
| **5th Dec** | Researching web game named Forestry maze |  |  |  |  |  |  |
| **2th Dec** | Team meeting (found the unfinished work and divided to every team member, have discuss with Julian) | Finding the reference about UML Diagram, Writing documentation about UML Diagram | Writing documentation about UML Diagram |  |  |  |  |

Arya Nalinkumar:

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| **Date** | **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **31s Oct** | First group meeting |  | Second meeting, gone through the documentation of project |  |  |  |  |
| **7th Nov** |  | Worked on use cases for winning condition | Group meeting  Gone through use cases & CRC cards |  |  |  |  |
| **14th Nov** | Group meeting (Sprint 2)  Continued work on CRC cards |  | Group meeting  Discussed on System architecture |  |  |  |  |
| **21st Nov** | Group meeting  (Sprint 3) |  | Worked with Selin on template: Login, Menu & Score table section | Completed template in Score table section | Worked on documenting the system architecture |  | Completed System architecture document |
| **28th Nov** | Group meeting  (Sprint 4)  Checked the documents with team members  Customer meeting |  | Group meeting |  | Discussed with Selin on login registration functionality. | Worked on login functionality- Done the Sql query to database in login & registration section. | Continued work on login & Register on client side. |
| **5th Dec** | (Sprint 5)  Checked the login & register functionality with Selin & Mattsi.  Discussed the modification to template.  Customer Meeting | Worked on new template changes.  Completed  Login/Registration,  Lobby & Score table  Template section | Group meeting  Shown the new template and started work on How to play section & result Screen | Completed new templates work |  |  | Worked with Tassos on Player Movement  Service. |
| **12th Dec** | (Sprint 6)  Group meeting  Discussed the task need to complete  Customer meeting | Completed the content of user guide.  Updated documentation  Worked on new tutorial section.  (Change in game screen) | Team meeting  Checked the documents with team members.  Added new screenshots on the user guide & modification on How to play section in template. |  |  |  |  |

Meeting Minutes

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at EB0.7 on 09-NOV-2016.

Attendees

Attendees included Arya, Mattsi, Anastasios, Xiao, Qian, Selin.

Members not in attendance

-

Approval of minutes

* Sprint 0
* Selin was elected as team leader unanimously.
* Format was set for Project Diary.
* Requirement analysis.
* Trello Setup.
* Github Setup.
* Documentation of Use Cases

Reports

* Validated Use Cases
* Produced layout for login-registration screen and main menu.
* Create CRC cards for the first two use cases.

Unfinished business

* Create CRC from all Use cases

New business

* Create tasks from Use cases

Announcements

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| Mattsi Jansky |  | 09-NOV-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at CB5.12 on 14-NOV-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin.

Members not in attendance

Members not in attendance included Arya.

Approval of minutes

* Layout for login-registration screen and main menu uploaded on Trello.
* CRC cards for the first two use cases uploaded on Trello.

Reports

* Completed CRC cards for all use cases.
* The project was split into tasks.
* Time estimation on each task was set.

Unfinished business

## **Creating uses cases with server and client side**

New business

* UML design.

Announcements

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| Anastasios Gemtos |  | 14-NOV-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at EB0.7 on 16-NOV-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

-

Approval of minutes

* CRC cards were added to project’s documentation.
* Few changes on time estimation were made and we added tasks on Trello.

Reports

* System architecture was discussed (3-tier architecture).
* Created UML classes for Server-side.

Unfinished business

* UML classes for client-side

New business

* Layouts for game screen and maps
* Database set up

Announcements

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| Anastasios Gemtos |  | 16-NOV-2016 |
| Secretary |  | Date of approval |

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Call to order

A meeting of Team B was held at CB5.12 on 21-NOV-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

-

Approval of minutes

* UML tool was used to create UML diagrams for server.

Reports

* Created UML classes for Client-side and made a few changes on Server-side UMLs.

Unfinished business

-

New business

* Review all the documents created so far.
* Start coding.

Announcements

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| Anastasios Gemtos |  | 21-NOV-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at CB5.8 on 23-NOV-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

Approval of minutes

* UML diagrams were added into our project’s documentation.

Reports

* Reviewed all the documents about requirement analysis, Use Cases, CRC cards, system architecture and design, UML diagrams and test planning.

Unfinished business

* Need to integrate all documents into a single one.

New business

* Start coding.

Announcements

* The code development of the project begins next Monday

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| Anastasios Gemtos |  | 23-NOV-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at CB5.12 on 28-NOV-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

-

Approval of minutes

* Changes were made to all documents to be clearer and less ambiguous.

Reports

* Created a single document that explains our system’s architecture and design based on requirement analysis.
* Created tasks on Trello (Sprint 4).
* Created a document for style conventions both for documentation and coding.
* Meeting with Julian Padget to demonstrate our progress so far.

Unfinished business

* Need to split the Use Cases into user stories and design use cases.
* Need to restructure our document.

New business

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Announcements

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| Anastasios Gemtos |  | 28-NOV-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at EB0.7 on 30-NOV-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

Approval of minutes

-

Reports

* We worked in pairs to complete database functionality, login/registration functionality and map parsing by the server.

Unfinished business

* Need to split the Use Cases into user stories and design use cases.
* Need to restructure our document.

New business

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Announcements

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| Anastasios Gemtos |  | 30-NOV-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at CB5.12 on 5-DEC-2016

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

Xiao

Approval of minutes

-

Reports

* We discussed about remaining functionality and tasks are assigned. Meeting with the customer is happened.

Unfinished business

* Score Implementation, bot functionality
* Need to restructure our document.
* Exit and leave condition
* User guide and tutorial

New business

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Announcements

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| Selin Kutlamis |  | 05-DEC-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at EB0.7 on 7-DEC-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

Xiao

Approval of minutes

-

Reports

* We worked in pairs to complete movement functionality, visibility functionality and documentation.

Unfinished business

* Score Implementation, bot functionality
* Need to restructure our document.
* Exit and leave condition
* User guide and tutorial

New business

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Announcements

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| Selin KUTLAMIS |  | 07-DEC-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at CB.5.12 on 12-DEC-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

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Approval of minutes

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Reports

* Discussion for documentation and improvement in the bug fixes.

Unfinished business

* Score interaction and exit condition

New business

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Announcements

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| Selin KUTLAMIS |  | 12-DEC-2016 |
| Secretary |  | Date of approval |

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| Accent icon | Meeting Minutes |

Call to order

A meeting of Team B was held at EB0.7 on 14-DEC-2016.

Attendees

Attendees included Mattsi, Anastasios, Xiao, Qian, Selin, Arya.

Members not in attendance

Approval of minutes

-

Reports

* Continued with documentation.

Unfinished business

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New business

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Announcements

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| --- | --- | --- |
| Selin KUTLAMIS |  | 14-DEC-2016 |
| Secretary |  | Date of approval |

References

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