Yle API

I will explain what I have done with the task, how I have done them, what is left to be done and what needs more research.

What I have done:

1. Installed Unity software and opened the code under test on unity.
2. Went through the basic tutorials of Unity software and played around with it.
3. Created a GIT repo and added the source code to the repo.
4. On updating the scripts with generated app key and app id, the application did not run.
5. Declared the app key, app id and baseurl variables to be static, when it has to be accessed from inside a private method.
6. Added the above changes to the GIT repo.
7. Tested through the application with the test cases that I had created. The Test Case document is available inside ‘Testing Assets’ folder.
8. The Bug reports for the test sessions has been recorded and can be found inside the ‘Testing Assets’ folder. Note that there are some screenshots attached to clarify the failures to the developers.
9. I did some investigation on writing the unit tests and integration tests. Initially looked out for options to prepare the tests with python. But that was not a good option since unity did not have good compatibility with python. Also selenium, java tests were not an option either because they will complicate the testing and not too easy to maintain. Then I looked out for options specific to unity and found “Unity Test tools” which is a test framework for applications developed in unity.
10. On installing the unity test tools, pushed the changes to GIT repo.

I had spent around 6 hours to do all the above along with learning some c# to figure out the bug in the code.

What is left to be done:

1. Unity testing tools sounded a good option to carry forward with unit testing and progressively develop integration tests.
2. Bug reporting is more effective and communicative with JIRA bug tracking tool. Hence I usually use JIRA for tracking the bug and its status and discussion related to the bug with the developers.
3. With my limited c# knowledge, I have not been able to implement tests with the given amount of time. But I am looking forward to learning c# in near future and already develop unit tests.

More research needed:

Creating unit tests was a straight forward approach with “unity test tools”. But creating Integration tests need further investigation as to how it will fit the application under test.