Ryan Porter

CSC 260

Mr. Jenkins

5/2/21

Final Project: Minesweeper Testing Documentation

1. Test 1
   1. Date: 4/3/21 - ~8:00p.m.
   2. Main Testing: Flags (right-clicking)
   3. Results
      1. Found an error concerning the flags. If a flag was placed on a number cell with 0 mines around it, and the player clicked on a number cell with 0 mines around it and it touched the first number cell, the flag would remain and could not unclick it.
         1. I fixed it by adding another operand to the where LINQ express ion the GetNeighbors() method in the Number class (GridCells folder, Cells folder). It would not return a list of Cells that were not flagged.
      2. Also, I had an error where you could click a flagged cell. Had to add an if statement to ClickCell() function in Board class to make sure if the cell was flagged, it would do nothing if clicked.
2. Test 2
   1. Date: 4/7/21 - ~10:00 p.m.
   2. Main Testing: High Scores Text File
   3. Result
      1. I tested to see when the text file would cause errors by deleting some text from the file. The user should never mess with the file, but I decided to add some error testing code just in case. I added some try catch blocks in the DisplayHighScores() and CheckForNewHS() in the HighScores class. If an exception was caught, it would rebuild the file.
3. Test 3
   1. Date: 4/11/21 – 10:00 a.m.
   2. Main Testing: Works on another computer
   3. Result
      1. I wanted to make sure everything worked on another machine (right-clicking, scores, etc.), so I tried it on a laptop. Everything seemed to work fine.
4. Test 4
   1. Date: 4/23/21 – 10:00 p.m.
   2. Main Testing: Having someone else testing the program
   3. Result
      1. Overall, successful. No major bugs found.
5. Test 5
   1. Date: 4/25/21 – 4:50 p.m.
   2. Main Testing: Timer (Making sure it does not break beyond 999)
   3. Result
      1. Nothing game breaking happened when the timer got to 999.
6. Test 6
   1. Date: 4/25/21 – 6:00 p.m.
   2. Main Testing: Making sure each difficulty is winnable and scores update
   3. Result
      1. I could win in all the modes and each high score would update if I beat the old high score.
7. Test 7
   1. Date: 4/25/21 – 6:30 p.m.
   2. Main Testing: Custom Difficulty (Making sure cannot go past limits, winnable, etc.)
   3. Result
      1. Everything worked as it as expected. I could win the game, and if I entered in an invalid number, it would go to the default.
8. Test Final
   1. Date: 4/28/2021 - 9:00 p.m.
   2. Main Testing: Just playing and seeing if I can find any bugs
   3. Result
      1. I played for about 30 minutes and won at least once one each difficulty. I did not find or experience any bugs.