

Testing Phase the Zeven Trails

This Phase was very light for us for two main reasons. One we did a lot of testing during our implementation phase fixing as many bugs as possible before the release of our game.

Secondly the game of the team we were assigned to test did not work. We submitted a bug report but no fixes were made to our knowledge. The game simply exited after about three inputs maximum. Also the game would exit if entered a wrong input.

As far as our game goes we did make a few minor updates which included a bug we found when trying to exit the program. This bug was found by our group through our continued testing of our software. We received no bug reports.