

Meowstas Test Plan

One of the main functionalities of our game is the GUI, but GUI's are hard to test because of the variability in timing, events, visual layout, etc. that are incredibly hard to resimulate. Instead, in order to test the correctness of our system, we opted to create tests from the components of our GUI rather than the GUI itself. The GUI modules that we opted out of testing are the `battle_mode`, `menu_mode`, and `roaming_mode` modules.

We created tests out of the map, tile, and player modules which are modules the GUI relies on to create the interface. We developed manual, black box testing on these components, focusing on making tests out of the specifications of the modules' functions rather than from individual lines of code.

For other modules, including `battle`, `button`, `main_utils`, `meowsta_dictionary`, `meowsta`, `trainer`, and `world`, modules, we found that the best way to test were by running the program, since we could see the battles unfold in real time, and see if the meowstas, world, and buttons were created properly through the GUI. The rest of the modules only included type definitions, which we didn't feel value in testing.

By splitting the testing of the modules in this way, we ensure the correctness of our system.