**Test Report Sprint X**

# Test Report

|  |  |
| --- | --- |
| **Iteration:** | First |
| **Main Build Version:** | IU 183.5912.21 |
| **Main Environment:** | IntelliJ IDEA 2018.3.5 (Ultimate Edition) |
| **Date:** | 24.06.2019 |
| **Testing Type:** | Unit Testing |
| **Responsible tester(s):** | Toma Joksimovic |

1. Execution Information

Give a few information about tests.

The VideoIgra software (version 1.0.0) was tested on the IntelliJ IDEA platform, from the 2019/06/22 to the 2019/07/06. The tests of the test phase *(Testiranje softvera postavka zadatka)* where executed.

Testers were:

Toma Joksimovic

1. Results

For each executed test, this document contains:

* Test identification;
* Test title;
* Test decision (passed, failed);
* A comment containing additional information or problems encountered during execution and differences with the test procedure.

**Overall assessment of tests**

* 40 tests passed, except 17 tests with less or more important errors. Software is not recommended for launching.

Statistics about tests:

• 70 % of tests OK,

• 10 % of tests NOK

• 20 % of tests POK

Give also statistics about bugs and enhancements:

• Total number of bugs found:

• Number of Critical

• Number of Major

• Number of minor

• Number of enhancements

1. New Bugs (bugs found in the latest build)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Title** | **Assigned To** | **State** | **Reproducibility** | **Probability** | **Severity** |
| 1 | setNaziv\_ShouldThrowNullPointerException\_WhenNullIsPassed; setStanje\_ShouldThrowNullPointerException\_WhenNullIsPassed; setOruzja\_ShouldThrowNullPointerException\_WhenNullIsPassed; setOdeca\_ShouldThrowNullPointerException\_WhenNullIsPassed; setMagije\_ShouldThrowNullPointerException\_WhenNullIsPassed |  | New | YES | High | Major |
| 2 | napadniIgrac\_ShouldThrowAnIllegalArgumentException\_WhenNegativeIndexIsPassed |  | New | YES | High | Moderate |
| 3 | napadniIgrac\_ShouldThrowAnIllegalArgumentException\_WhenBiggerThanMaxIndexIsPassed |  | New | YES | High | Moderate |
| 4 | napadniIgrac\_ShouldReturnStetaEqualTo96\_IfIEnergyEqualTo20\_WhenStateEqualsToDEFANZIVNO |  | New | YES | High | Moderate |
| 5 | napadniIgrac\_ShouldReturnStetaEqualTo127AndHalf\_IfIEnergyEqualsTo21AndStrengthLessThanNeed\_WhenStateEqualsToPASIVNO |  | New | YES | High | Major |
| 6 | odbraniSe\_ShouldThrowAnArithmeticException\_WhenGivenArgumentEqualToZero |  | New | YES | High | Moderate |
| 7 | odbraniSe\_ShouldReturn6Point41\_IfTezinaLessThanMaxTezina\_WhenStateIsAGRESIVNO |  | New | YES | High | Major |
| 8 | odbraniSe\_ShouldReturn2Point13\_IfTezinaLessThanMaxTezina\_WhenStateIsDEFANZIVNO |  | New | YES | High | Major |
| 9 | upotrebiMagiju\_ShouldThrowAnIllegalArgumentException\_WhenNegativeIndexIsPassed |  | New | YES | High | Moderate |
| 10 | upotrebiMagiju\_ShouldThrowAnIllegalArgumentException\_WhenBiggerThanMaxIndexIsPassed |  | New | YES | High | Moderate |
| 11 | upotrebiMagiju\_ShouldSetEnergijaToZero\_IfInteligencijaGreaterThanNeedAndEnergijaLessThanNeedAndZdravljelessThanDifference |  | New | YES | High | Moderate |
| 12 | upotrebiMagiju\_ShouldDecreaseEnergyByNeededEnergy\_IfInteligencijaGreaterThanNeedAndEnergijaGreaterThanNeed |  | New | YES | High | Moderate |
| 13 | odmoriSe\_ShouldReturn50\_IfEnergyLessThan50 |  | New | YES | High | Moderate |

1. Conclusion

Software is not recommended for acceptable and public use. The software won’t function properly. The mandatory and the most important class for this program is corrupted with few very strong errors, which can produce wrong control flow in the gameplay. Software quality is too bad for going to the next step of development.