Testing

Assessment 2 Team

Team 12

Richard Liiv

Umer Fakher

William Walton

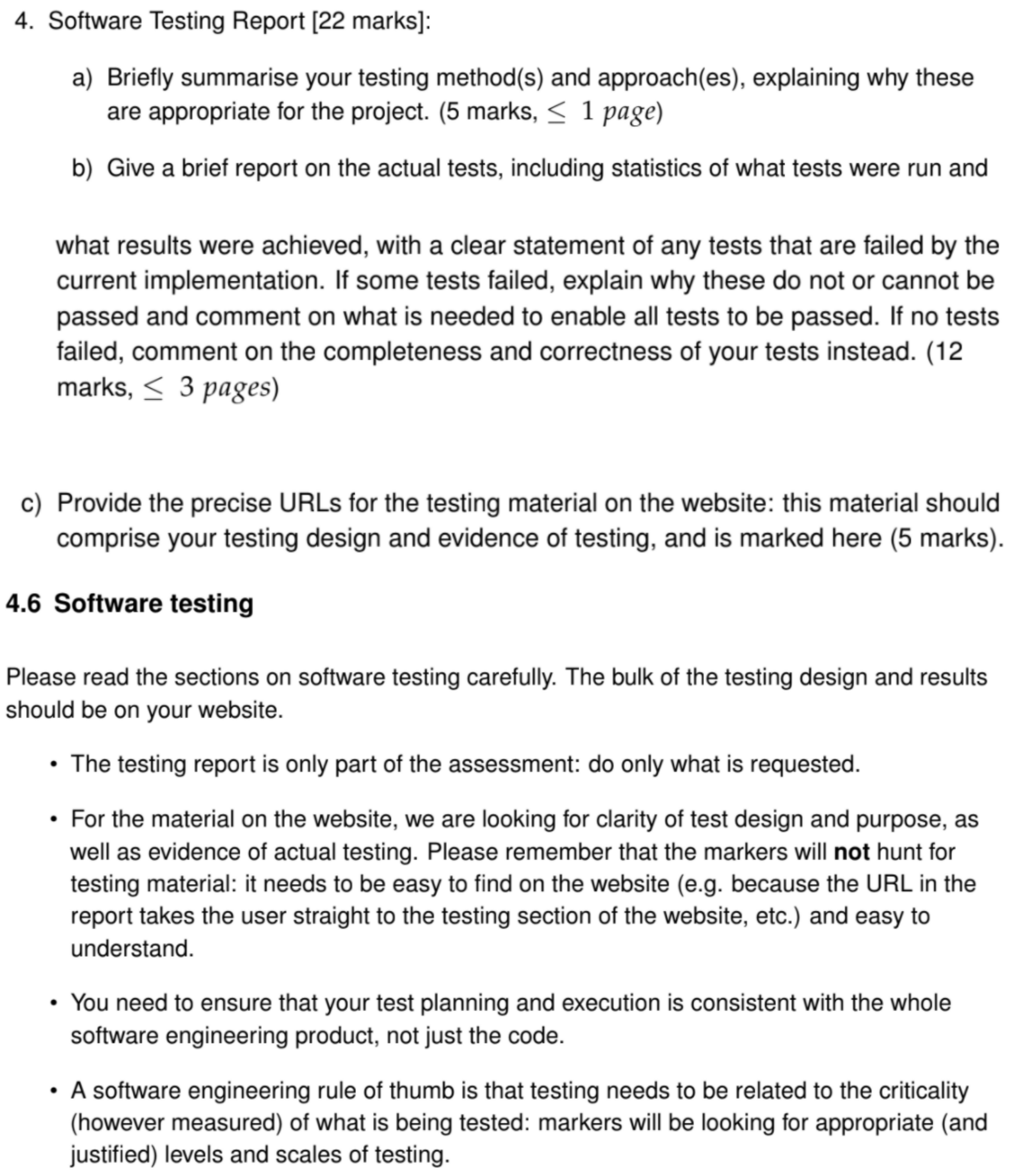
James Frost

Olly Wortley

Joe Cambridge

Delete this page

Page limit 4



4. Software Testing Report [22 marks]:

   a) Briefly summarise your testing method(s) and approach(es), explaining why these are appropriate for the project. (5 marks, $\leq\ 1\ page$)

   b) Give a brief report on the actual tests, including statistics of what tests were run and

   what results were achieved, with a clear statement of any tests that are failed by the current implementation. If some tests failed, explain why these do not or cannot be passed and comment on what is needed to enable all tests to be passed. If no tests failed, comment on the completeness and correctness of your tests instead. (12 marks, $\leq\ 3\ pages$)

   c) Provide the precise URLs for the testing material on the website: this material should comprise your testing design and evidence of testing, and is marked here (5 marks).

4.6 Software testing

Please read the sections on software testing carefully. The bulk of the testing design and results should be on your website.

- The testing report is only part of the assessment: do only what is requested.
- For the material on the website, we are looking for clarity of test design and purpose, as well as evidence of actual testing. Please remember that the markers will **not** hunt for testing material: it needs to be easy to find on the website (e.g. because the URL in the report takes the user straight to the testing section of the website, etc.) and easy to understand.
- You need to ensure that your test planning and execution is consistent with the whole software engineering product, not just the code.
- A software engineering rule of thumb is that testing needs to be related to the criticality (however measured) of what is being tested: markers will be looking for appropriate (and justified) levels and scales of testing.

- Talk about how testing was done for visual stuff by just running the game

- Functions that could be tested without running the game had unit tests made for them
- Most of the effort was placed testing the main components
- Put evidence on the website
- Create some test screenshots from old commits with failing tests (or make up some errors)
- Mention how a lot of tests needed a opengl / libgdx backend to be running so a headless version was used
    - Uses a test runner from this https://github.com/TomGrill/gdx-testing repo

A lot of the code cannot be tested with unit tests :(

Delete this:

A test design is different from the test code. Test design is about the test cases (what is their input, expected output rationale, etc). There is a slide in the lecture slides, which explains how to report test cases. Moreover, you should provide a discussion on how you came up with test cases. E.g. how you came up with the inputs, or which parts of the system to test, etc.

Summary of Testing Methods

Test Report