**Test Report Sprint XY**

# 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):** | Uroš Riznić |

1. Execution Information

The VideoIgra software (version 1.0.0) was tested on the IntelliJ IDEA platform, from the 2019/06/22 to the 2019/06/24. The tests of the test phase (Testiranje softvera postavka zadatka) where executed.

Tester was:

Uroš Riznić

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.

For the problems leading to a bug, the bug ID is reported in the result of the step where problem was encountered.

After executing a test, the decision is defined according to the following rules:

* **OK:** The test sheet is set to "OK" state when all steps are in "OK" state. The real result is compliant to the expected result.
* **NOK:** The test sheet is set to "NOK" state when all steps of the test are set to "NOK" state or when the result of a step differs from the expected result.

**Partial OK:** The test sheet is set to "Partial OK" state when at least one step of the test is set to "NOK" state or when the result of a step is partially compliant to the expected result.

**Overall assessment of tests**

Statistics about tests:

• 13 TEST failed

• 36 TEST passed

Give also statistics about bugs and enhancements:

• Total number : 44

• Number of Critical : 13

• Number of Major : 0

• Number of minor : 0

• Number of enhancements : 0

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

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Title** | **Assigned To** | **State** | **Reproducibility** | **Probability** | **Severity** |
| 1 | napadniIgraca\_ShouldReturn120\_IfEnergy19AndSnaga60\_WhenInStanjePASIVNO |  | New | YES | High | Moderate |
| 2 | upotrebiMagiju\_ShouldDecreaseZdravljeFor10Percent\_IfInteligencijaLessThanNeed |  | New | YES | High | Moderate |
| 3 | upotrebiMagiju\_ShouldSetEnergijaToZero\_IfInteligencijaLessThanNeed |  | New | YES | High | Moderate |
| 4 | napadniIgraca\_ShouldReturn128\_IfEnergy19AndSnaga60\_WhenInStanjePASIVNO |  | New | YES | High | Moderate |
| 5 | napadniIgraca\_ShouldReturn108\_IfEnergy21AndSnaga60\_WhenInStanjeDef |  | New | YES | High | Moderate |
| 6 | napadniIgraca\_ShouldReturn120\_IfEnergy19\_WhenInStanjePASIVNO |  | New | YES | High | Moderate |
| 7 | napadniIgraca\_ShouldReturn162\_IfEnergy21AndSnaga60\_WhenInStanjeAGRESIVNO |  | New | YES | High | Moderate |
| 8 | odbraniSe\_ShouldReturn2Point13\_IfTezinaLessThanMaxTezinaAndStateIsDEFANZIVNO |  | New | YES | High | Moderate |
| 9 | odbraniSe\_ShouldReturn6Point41\_IfTezinaLessThanMaxTezinaAndStateIsAGRESIVNO |  | New | YES | High | Moderate |
| 10 | getMagijeTest() |  | New | YES | High | Moderate |
| 11 | getOdecaTest |  | New | YES | High | Moderate |
| 12 | napadniIgraca\_ShouldReturn135\_IfEnergy21AndSnaga60\_WhenInStanjePASIVNO |  | New | YES | High | Moderate |
| 13 | odmoriSeTest |  | New | YES | High | Moderate |

1. Conclusion

Aplication is not recommended for use. It will throw errors , so its not stable. All the methods that throws error, should be fixed accordingly to test report, and then it could be used!