

Server system testing team

Cake, and grief counseling, will be available at the conclusion of the test.

Jordan, Joey, Garrett, Kyle, and Kyle

Many thanks to an awesome team.

So what did we do by 11-6-2011?

- set up the server by documentation
- generate test cases from use cases
- learn Github issue tracking
- plan

So what did we do by 11-8-2011?

run all of the test cases

generate a Tex file

verify the proper server file

So what did we
do by 11-10-2011?

finish that Tex file
log some defects

Everyone's Issues 21

Assigned to you 0

Mentioning you 0

No milestone selected 

LABELS

 Android 19

 HighPriority 7

 LowPriority 10

 Server 

 WebUI 47

 Wii 13

 iOS 27

Manage Labels

New label name

 Clear active milestone and label filters.

Keyboard shortcuts available 

21 open issues

8 closed issues

Submitted

Updated

Comments

Close

Label

Assignee

Milestone

- ☒ #145 **Test Case 5.4: Variables and nomenclature** **LowPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☒ #144 **Test Case 5.3: Functions and braces** **LowPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☒ #143 **Test Case 5.2: Comments** **LowPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☒ #142 **Test Case 5.1: White space** **LowPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☐ #141 **Test Case 4.6: Ability to store data** **HighPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☒ #140 **Test Case 4.5: Client 1 waiting for Client 2** **HighPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☒ #138 **Test Case 4.3: Available game Information sent** **Server**
by garrettdieckmann about 5 hours ago
- ☒ #137 **Test Case 4.2: Two clients play a game until a winner is determined** **HighPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☒ #134 **Test Case 3.3: Paddle logic** **LowPriority** **Server**
by garrettdieckmann about 5 hours ago
- ☐ #133 **Test Case 3.2: Update player scores - Client 1 scores 1 point** **HighPriority** **Server**
by garrettdieckmann about 5 hours ago

So what did we
do by 11-11-2011?

put everything on Github for the Server Team

use it, please

So what did we find?

no database

some defects

a nifty system

a loosely followed style guide

The communication test(s)

First client connecting to system

Client connecting to an open game

Client connecting to a full game

Client requests a new game

The logic test(s)

Update player scores-Client1 scores 1
point

Paddle logic

Ball logic usability

The *style* test(s)

Some conformity

The "fastest" test(s)

Between client latency is infinitesimal
Responses from server take less than 1
millisecond

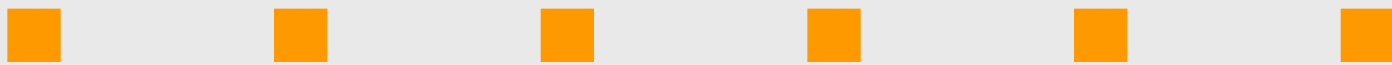
Measurements of time from paddle data
sent to response

= 29.52 ms

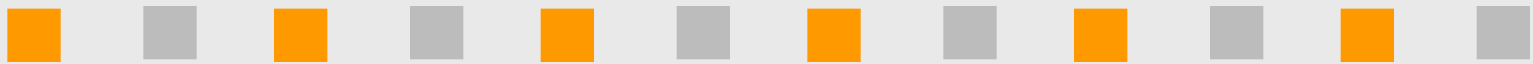
sd = 14.08

The best defect

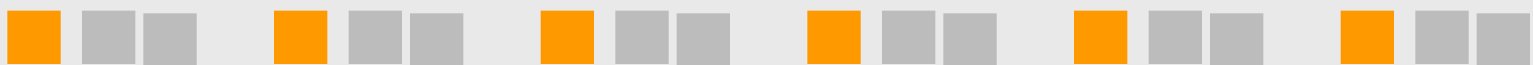
2-players



+1 connection



+2 connections



+n connections



The *next* steps

wait for the orders of our Supreme
Overlord

prepare to finish Vir-Pong