Server system testing team

oh the testing. . .

Jordan, Joey, Garret, Kyle, and Kyle

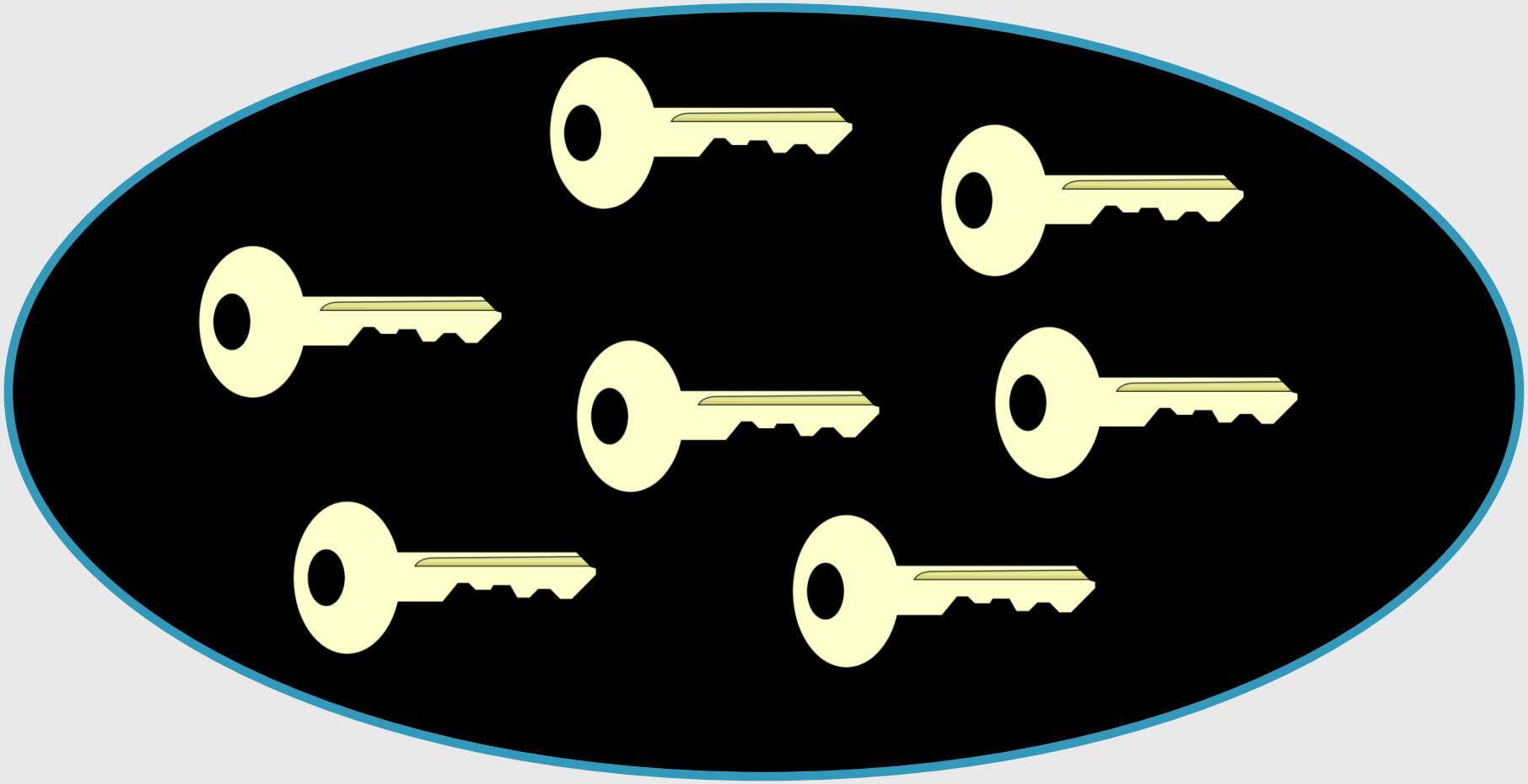
we test your hub

you want a working hub

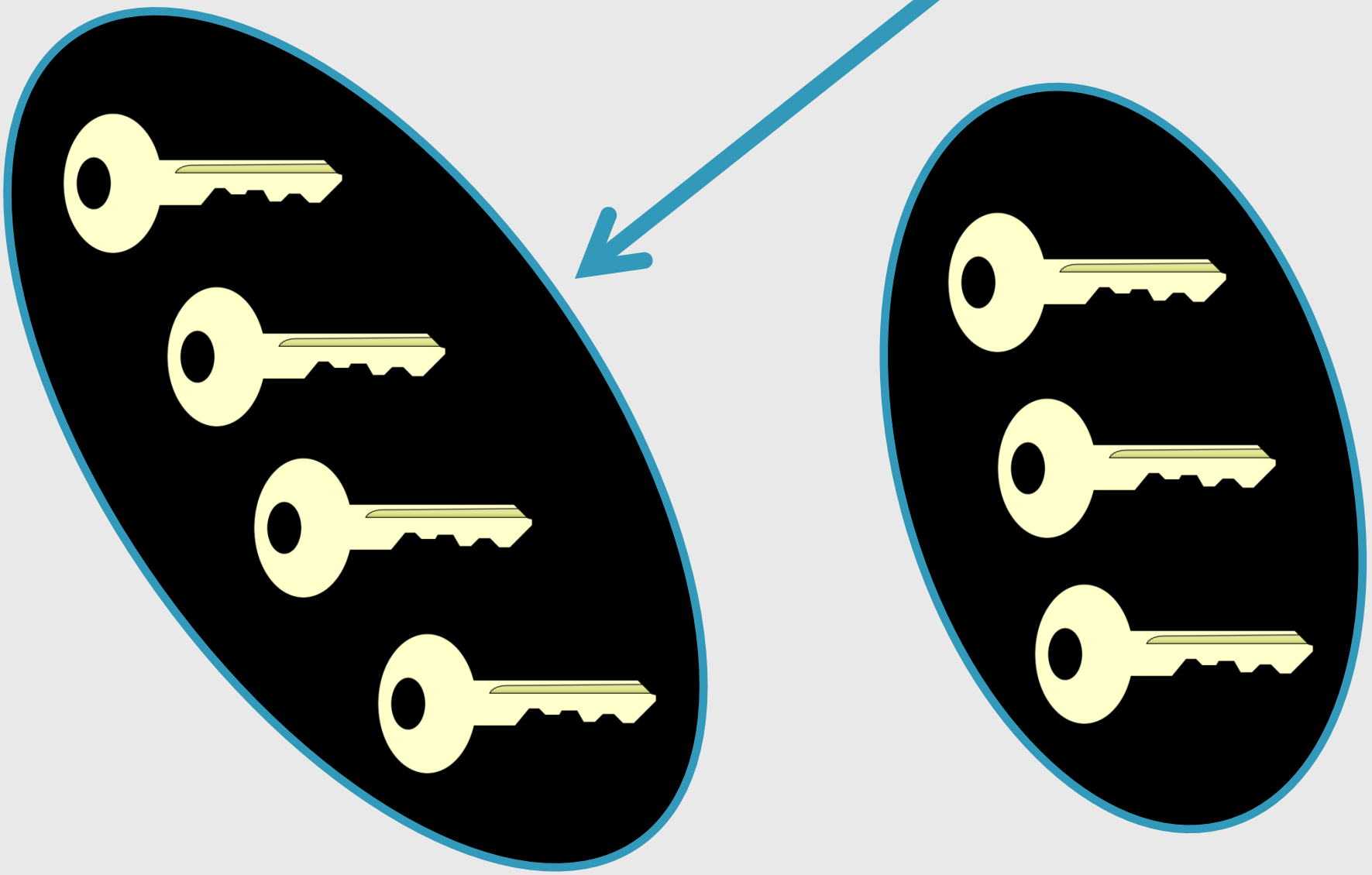
we test Vir-Pong's hub

Vir-Pong needs a working hub

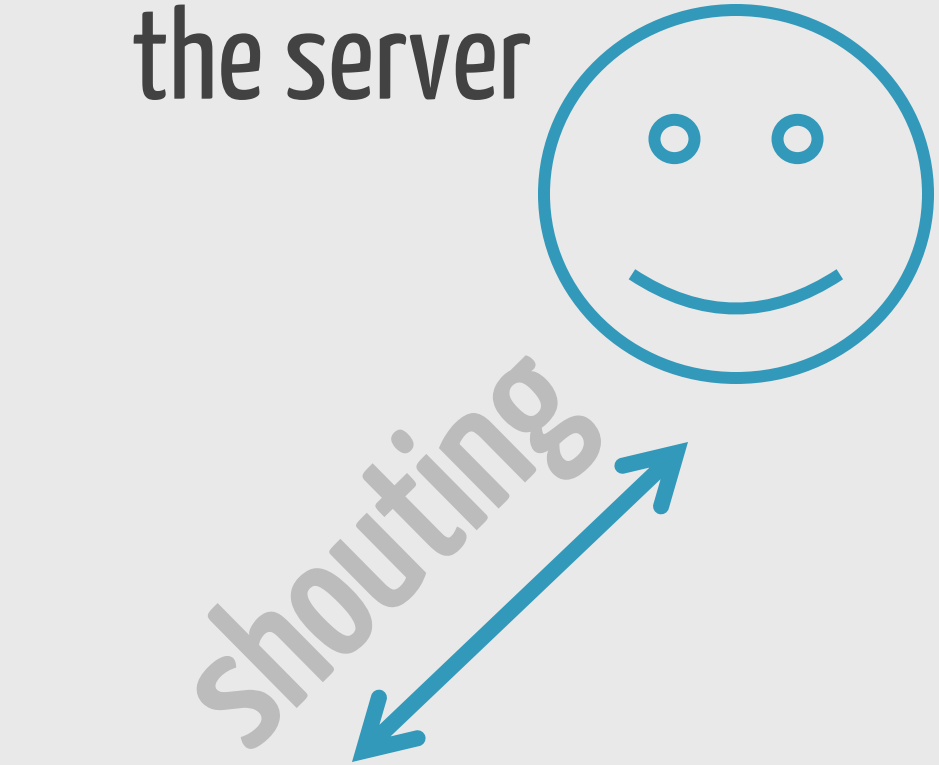
development is not here



development is here

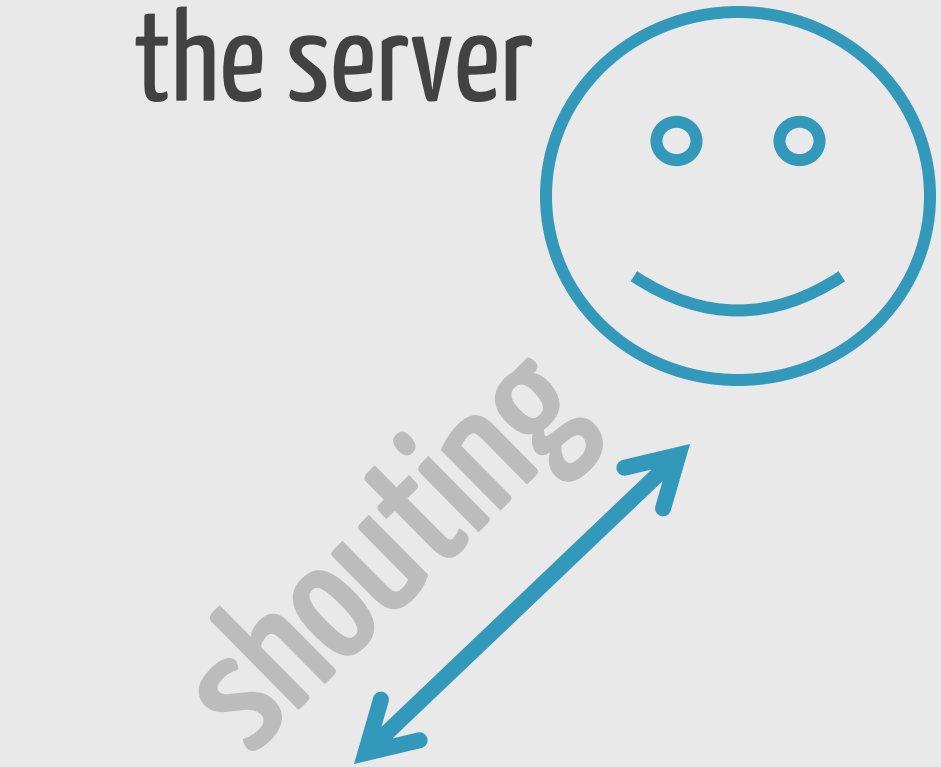


testing the methods

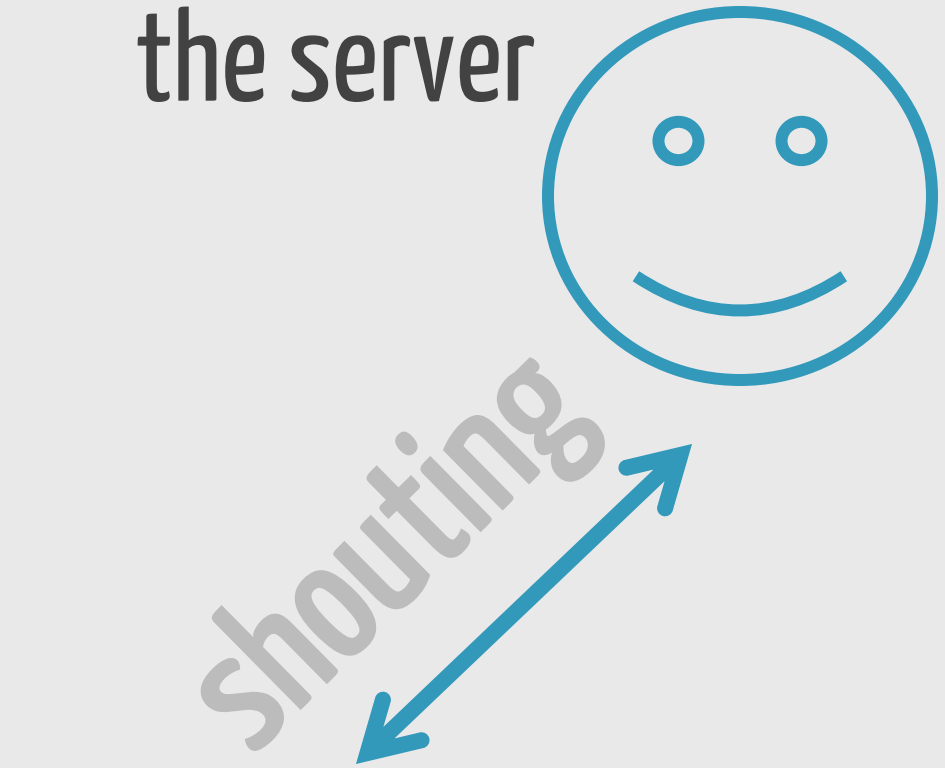


testing the

logic



testing the system



Jordan

- use case: updating scores

Joey

- use case: client connecting to an open game

Garrett

- use case: playing a game from start to finish

Kyle M.

- use case: a generic client connection

Kyle W.

- make the server work
- give this presentation

the team

- convert the use case to a test case
- know the IM Report and style guide

“Beware of bugs in the above code; I have only proved it correct, not tried it.”

- Donald E. Knuth