System test case - #3-1

Test case details

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Date: 3.4.2025

Device: Desktop computer, high-end, Windows 11 Home V.24H2 x64

Environment:

- Branch '25_spider_game_port'
- Most recent commit is cb9e761d1d449c3370526f16243be1bfacc54b6e
- Unity editor version 6000.0.35f1
- Generated runnable .exe via File > Build and run

Test details

This system test is exploratory in nature. The simulation is run via the built .exe with the purpose of testing if the port of the existing spider game onto our simulation is currently working. The test aims to confirm that spiders are spawning and moving in a correct fashion, that player can vacuum the spiders and the score is updated, and that the game controls related to the mouse are working. Tester will also let the program run for some time and see if performance or other problems occur over time.

Test steps and results

1. Open the project with Unity Editor, go File > Build Profiles, and Build the project for the Windows platform. The tester chooses to build it into a folder called 'BuildTarget' in the repository directory.
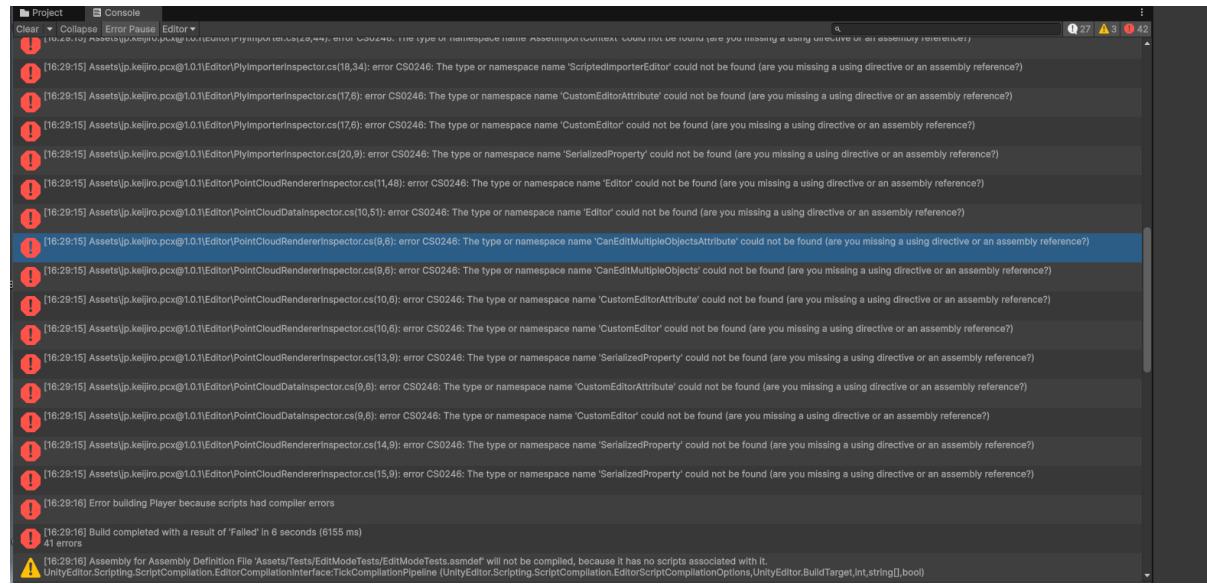
a. Result: Build failed with 41 compiler errors, looks like all of them are namespace names that are not being found. Most likely some directories are missing assembly definition files. Fix for the problem is underway. Image of error is appendix [1].
System test terminated due to problem.

Conclusions

Cannot really test the built version, as it won't compile. Will be fixed and then tested again.

Appendix

[1]