

System test case - #3-1

Test case details

Tester:	Eetu Luoma	
Date:	3.4.2025	
Device:	Desktop computer, high-end, Windows 11 Home V.24H2 x64	
Environment:	<ul style="list-style-type: none">• 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.

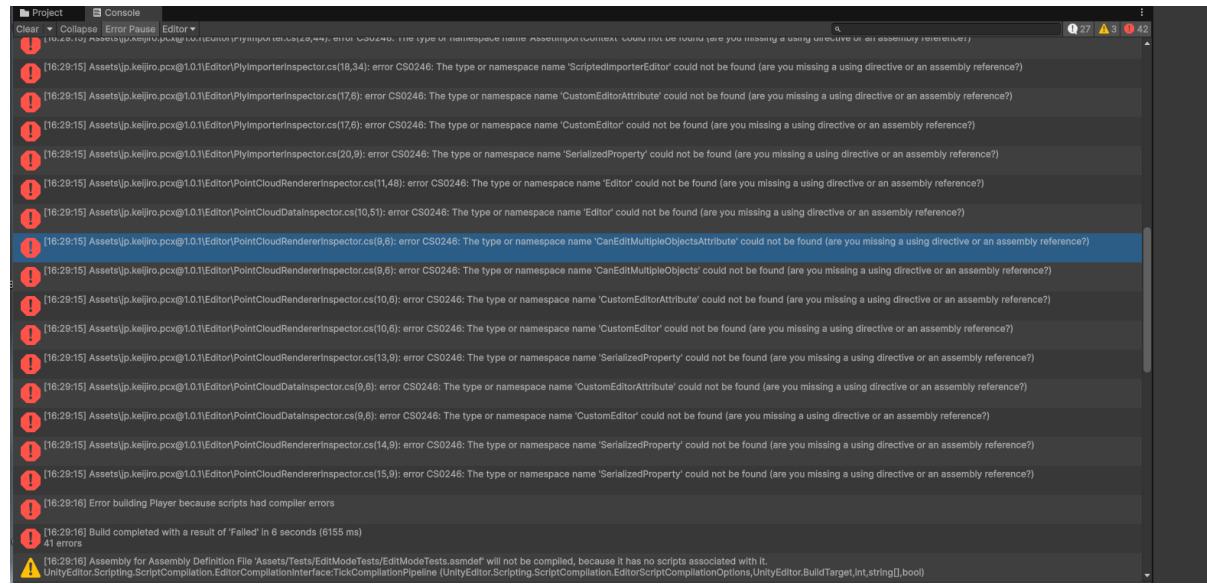
- a. Result: Build failed with 41 compiler errors, looks like all of them are namespace names that are not being found. Most likely some directories are missing assembly definition files. Fix for the problem is underway.
Image of error is appendix [1].
- System test terminated due to problem.

Conclusions

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

Appendix

[1]



The screenshot shows the Unity Editor's Console tab with a list of build errors. The errors are primarily CS0246 compiler errors, indicating that the type or namespace name specified in the code cannot be found. These errors are scattered across various scripts in the Assets directory, particularly in subfolders like Editor and Tests. The errors are as follows:

- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PlyImporterInspector.cs(18,34): error CS0246: The type or namespace name 'ScriptedImporterEditor' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PlyImporterInspector.cs(17,6): error CS0246: The type or namespace name 'CustomEditorAttribute' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PlyImporterInspector.cs(17,6): error CS0246: The type or namespace name 'CustomEditor' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PlyImporterInspector.cs(20,9): error CS0246: The type or namespace name 'SerializedProperty' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudRendererInspector.cs(11,48): error CS0246: The type or namespace name 'Editor' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(10,51): error CS0246: The type or namespace name 'Editor' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(10,51): error CS0246: The type or namespace name 'CanEditMultipleObjectsAttribute' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(10,51): error CS0246: The type or namespace name 'CanEditMultipleObjects' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(10,51): error CS0246: The type or namespace name 'CustomEditorAttribute' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(10,51): error CS0246: The type or namespace name 'CustomEditor' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(13,9): error CS0246: The type or namespace name 'SerializedProperty' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(9,6): error CS0246: The type or namespace name 'CustomEditorAttribute' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(9,6): error CS0246: The type or namespace name 'CustomEditor' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(14,9): error CS0246: The type or namespace name 'SerializedProperty' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:15] Assets\p.keijiro.pcx@1.0.1\Editor\PointCloudDataInspect.cs(15,9): error CS0246: The type or namespace name 'SerializedProperty' could not be found (are you missing a using directive or an assembly reference?)
- [16:29:16] Error building Player because scripts had compiler errors
- [16:29:16] Build completed with a result of 'Failed' in 6 seconds (6155 ms)
- [16:29:16] Assembly for Assembly Definition File Assets\Tests>EditModeTests\EditModeTests.assetdef will not be compiled, because it has no scripts associated with it.
- [16:29:16] UnityEditor.Scripting.ScriptCompilation.EditorCompilationInterface.TickCompilationPipeline (UnityEditor.Scripting.ScriptCompilation.EditorScriptCompilationOptions,UnityEditor.BuildTarget,int,string[],bool)