Youth.txt

Altair

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Introduction

This document will explain the testing methods we used when testing team Jabbath's game. Furthermore, this document will also explain the many changes we made to our team's game and the bug reports we filed and closed.

Testing Approach

Team Altair used black-box testing for evaluating Jabbath's system. We rigorously tested several aspects of the game. The following elements include unexpected inputs, functionality, saving the game, loading the game, quitting the game and creating the game. Our testing concluded that the Jabbath's game is terrific with the interactive map and thrilling storyline. However, there are several bugs that overshadow the unique game functionality.

Improvements

We have mostly made attempts to clean up and reorganize our code and plan things out with finishing our missing functionality. We have made some effort to attend to the bug reports we have gotten and fixed a number of them but still haven't gotten to the rest of them as we are still in the process of improving and reorganizing our code. Most of the bugs we fixed were mostly input errors that had the player in an infinite input/output cycle that required them to force quit the game. We also fixed a lot of memory leaks associated with our game. Improvements we have made consist of fixing style issues and dumbing down the number of lines we have for some files as we have a lot of dialogue. We are also trying to add in missing functionality such as items and a couple of events we have in the game.

Water Bucket

While in the testing and maintenance phase Team Altair have been instructed to compare and contrast the effort and time committed to each section. Moreover, during the maintenance phase, Team Altair was subjected to outline any bugs associated with Team Jabbath's system as stated before we believe that Team Jabbath's system is terrific but contains a fair amount of bugs. Therefore, we had spent a fair bit of time testing their system in hopes of discovering improvements. However, we recognize that our project had needed a fair bit of development. With this concept in mind, we spent a large portion of our time fixing our technical issues. With all this information outline we at Team Altair would suggest that during this phase we spent 60% of the time improving our product, 30% of the time finding improvements for Jabbah's system and 10% of the time creating the documentation. Therefore, with the water bucket assessment, we believe that we are just about at the A- level but not entirely.