

Tower Dream

High Order Testing

Team16

Defect Number	Defect Description	Severity	Type of High Order Test	Test Case Number or Description
1	When mobs are spawned in at the start of the level, frame drop and mob glitching/teleporting can occur.	2	Usability/Performance	Run the level 1 and wait for mods to spawn on various levels.
2	Document specifies that game will work on any operating system but no Linux support is provided.	3	Portability	We ran on a linux OS.
3	Pressing Tab when typing in your user name does not switch the cursor to the password field	3	Usability	Press tab on the username.
4	Playing on low or very low graphics quality causes mobs to move much faster than normal.	1	Performance/Usability	Switch on low or very low graphics at the start up screen.
5	When you enter a password in the registration field and then return to login,	3	Security	We attempted to toggle between registration and login after entering info.


	upon going back to registration your password is saved.			
6	You can register twice with the same username.	1	Security	005
7	You can login with any username password information even blank values.	1	Security	003
8	The password appears on the screen as plain text.	2	Security	002
9	Walking downwards against the edge of the map in level 1 will shake the map and sometimes slow mobs. This can be seen with the bats as they near the top of the screen and can even push the blue slimes closer together.	2	Performance	023
10	If you press the key to do the fire spell the entire game slows to a unreasonably slow speed.	2	Performance	015
11	Game does not run on a 32-bit operating	1	Portability	We downloaded a image of a windows 7

	system (system tested was Win7 x86)			operating system and ran it on a virtual box. A message popped up saying we can't run the executable on this architecture.
12	The username and password are not transmitted to an external server at any time. Also, no files appear to be changed in the game's system folder when the registration process succeeds. This suggests that the registration/login system does not store accounts anywhere.	1	Security/ Usability	We inspected the game's network traffic during the registration and login process and no requests were sent externally with this information. We also monitored for changes in local files and folders to see if the game was possibly storing information in a local database.
13	The user can't build any of the towers.	1	Usability	016
14	If you open the game menu then mobs will continue to advance and the game won't pause even though it pauses when you leave the context of the game window.	3	Usability	009

15	The application slows down unexpectedly when running on a single core.	Stress Testing/Performance	3	We started up the exe and changed the number of cores able to run using task manager.
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Notes On Stress Testing:

We attempted to find errors through stress testing by running multiple instances of the exe or running multiple instances of other games but it would appear that when you leave the context of the game window the application itself freezes and stops using the CPU. For this reason, and because there was no online component, stress testing the application revealed no bugs.

>  Tower Defense Game.exe

0%

108.2 MB

0 MB/s

0 Mbps

0%