

CS 362 In-Class Exercise: Project Beta Testing

Your name: Adison Daggett

Project that you are testing: Project 4

PART-1: Organization and Purpose

Q1) Does the repository provide a README explaining the purpose of the software? If yes, based on reading that documentation, do you understand all the interesting features provided by the software? Do you have any advice to improve that documentation?

The repository does have a README with an explanation of the software and proper instructions on how to run the software. I like how to the point it was, as sometimes README files do tend to be pretty overwhelming. I also appreciate the separation between different sections of the text.

PART-2: Installation and Setup

Q2) Is the documentation to install or setup the software available? (Note that for web application, it would be a URL to access the website and instructions to host the website on a server). When following the instructions, do you face any difficulties while installing the software (accessing the URL for a website)? If yes, please explicitly state what issues you encountered, so that the project team can fix them.

NOTE: If you are testing a web application, then you do not need to set up a web server and try hosting the web application. Just go through the documentation to find out if it clearly explains the steps to host the website.

Installation and setup were there. The biggest issue I faced was just Apple claiming that it was a broken application. All I had to do was take it out of quarantine with `xattr -dr com.apple.quarantine /path/to/application.app` and set it loose with `xattr -l /path/to/application.app` (thanks, Reddit). Maybe they could mention that in the README, but it's just a more machine-specific thing rather than a software-specific thing.

PART-2: Functional and Non-Functional Testing

Q3) Select a use case for the application-under-test and use your creativity to test the application in different possible ways. For example, if you are testing a login functionality, then test the sign up feature, sign in, adding invalid credentials, special characters, etc. Please provide the details of the use case you tested on the software by describing exactly what all you did and in what order? Make sure you are making notes while doing this. If you find any issues (e.g., something that was confusing, incorrect, or not working at all), please provide as many details as you can to replicate the issues so that the team can fix them.

Lobby creation - There is a lot of white text on white backgrounds; Naming a lobby is one of those places where that happens. I launched the software, clicked on the public lobby creation, and had a moment of deep confusion with the naming before realizing that I was typing everything in.

Games (lickety-split) - White text on a white background with the instructions, I am sure that appears for everyone. For some reason, every frog was the same color in the game, and that made things slightly confusing.

From a game design standpoint (not a bug), please assume every player is a toddler. Use arrows, yellow paint, bright text, or whatever gets the point across for things like directions or instructions.