

CS 362 In-Class Exercise: Project Beta Testing

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Project that you are testing:

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?

Yes, the repository does slightly provide a README that explains the purpose of the software. Based on the reading, the features that have been implemented are the Lickity Split Game (Single player and partial implementation of the multi-player) and the Swamp Spotting Game (Single or multiplayer).

While playing the game that was implemented, we were confused about how to swing the frogs around and how the scoring was being recorded.

Add a link for User Documentation to understand the better of the game.

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.

The documentation to install or set up the software is available. The instructions are slightly unclear. In terms of how to run the system, this was pretty unclear: "Locate the build for your computer architecture. Downloading and running the build will allow you to play Ribbit Royale. To run the game using the latest version of the repository, regardless of the last released build, you must create your build file, following the instructions above." I also tried to download the folders through GitHub folders, which does not give me the option to download.

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.

I tried to play a game with my teammate. When she created the game and I joined the game using the code, there were two issues that I dealt with. One, the page took time to load to wait room (from welcome page to wait server) and second, when my teammate left the game, it did not make me the host of the game.