CS 362 In-Class Exercise: Project Beta Testing

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Project that you are testing: Team 4 Ribbit Royale

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 documentation helps with installing and running the game, however it could be improved for how to actually use the application. Some instructions (either in the user documentation or in game) that would probably help would be
1. How to make a lobby and how to join a lobby
2. How to select a game while in the game selection screen
3. Explanation of each game so a user can read it while not in the game

The README also explains the purpose of the software and what features it provides. The user documentation is what would need the most work.

PART-2: Installation and Setup

Q2) Is the documentation to install or setup the software available? (Note that for a 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.

There are good explanations of how to set up the software, which I was able to use to install and run the application on my computer. I was initially confused by the difference between "Build and Test" and "How to run the system", thinking I would have to install Unity to run the

application. Being more clear about which one is for the average user and which is for a developer would help a user figure out which one they need.

PART-3: 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.

To test the application, I ran a multiplayer session with my group. While playing Lickety Split, only the first player (a green frog) had a score value, while the rest only had a 0 for their score (or distance to the goal). The green frog's score also did not update while playing, staying stuck at 97 (or somewhere near that).

I also submitted an issue on Github for another issue!
https://github.com/abobich675/Ribbit-Royale/issues/15