CS 362 In-Class Exercise: Project Beta Testing

Your name: William Brennan

Project that you are testing: Project Team 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?

A1) The repository does provide a README file that explains the purpose of their software. I understand all the features provided by the software including the 2 different games they currently offer. I would recommend they add the bug-report section of their documentation to their README.

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.

A2) The documentation to install the software is available. I had no difficulties installing the software.

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.

A3) Use Case: Lickity Split Game

        Title: Duplicate frogs

        Description:

           1. Enter the Lickity Split Game
           2. Wait for the game to end
           3. Repeat steps 1 and 2
           4. Every time the frog gets into the main area there are multiple frogs.

        Expected Behavior: There should be 1 frog in the main area

        Actual Behavior: There is an additional frog for every entry into the main area.

        Screenshots/Logs:

        Title: No escape button

        Description: Pressing the escape button or other keys does not exit the user from the currently played game.

        Expected Behavior: The user presses the escape button in the Lickity Split or Swamp Spotting minigames and returns to the main area.

Actual Behavior: Nothing happens when the escape button is pressed.
Screenshot/Logs: N/A

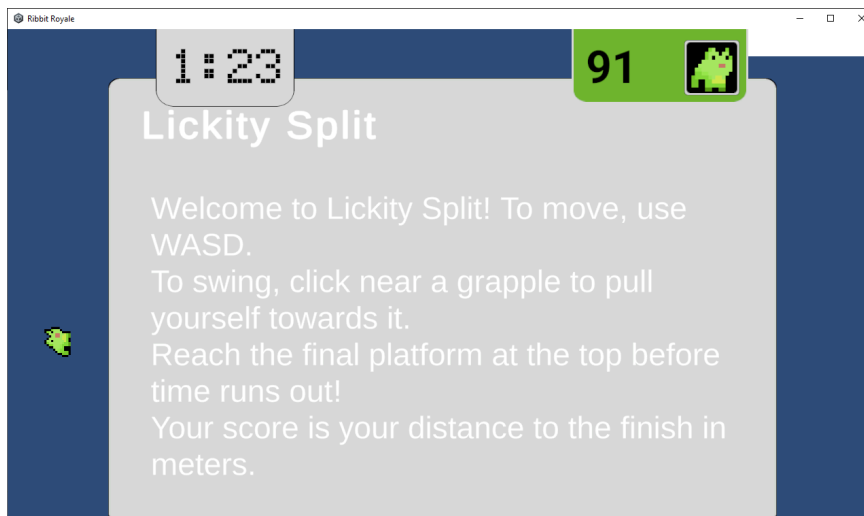Title: Instructions for Lickity Split don't disappear
Description:
1. Enter the Lickity Split game
2. Wait for timer to expire and go back to main area
3. Enter the Lickity Split game again

Expected Behavior: The instructions appear for 2 seconds and then disappear.
Actual Behavior: The instructions don't disappear after 2 seconds.
Screenshot/Logs:
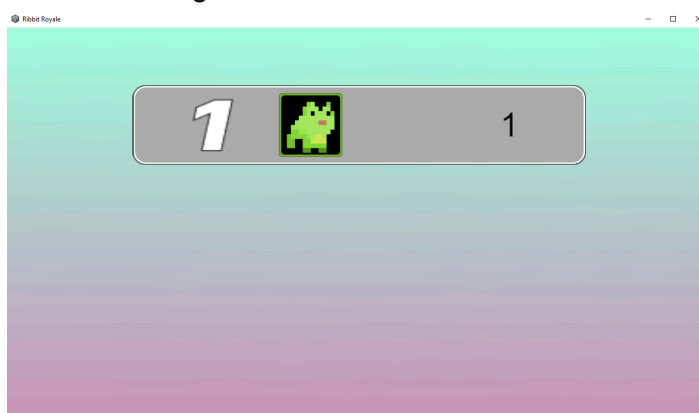

Title: Score doesn't show after game
Description:
1. Enter the Lickity Split game
2. Wait for the timer to run out
3. Look at the score displayed to the right of the frog

Expected Behavior:
Actual Behavior:
Screenshot/Logs:

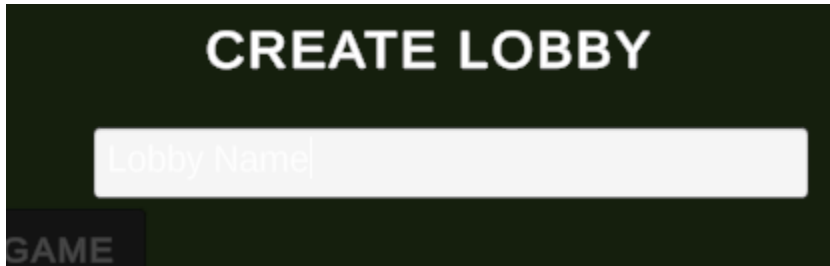Title: Create Lobby has white text on white background
Description:
1. Click the create game button

Expected Behavior: The Lobby Name textbox has black text on white background
Actual Behavior: The Lobby Name textbox has white text on white background
Screenshot/Logs:

Title: All colors selected in choose frog area
Description:
1. Click the create game button
2. Click the create private button
3. Click the pink button
4. Click the purple button
5. Click the blue button
6. Click the green button

Expected Behavior: The frog has a green color and only the green box has a checkmark.
Actual Behavior: The frog has a green color and all the boxes have a checkmark.
Screenshot/Logs: