

## **CS 362 In-Class Exercise: Project Beta Testing**

**Your name: Luke Scovel**

**Project that you are testing: 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 project includes documentation on how to install the software and run it. It includes the name of the games provided but not how to play them, granted that is provided in-game. The README should probably include brief descriptions of each game up front without having to dig through the project proposal to find more information.

## **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.**

Information to build the game on unity is available. It also describes how to just download their latest release executable and run it. I did not have any issues with launching the executable, other than it taking a while to launch the first time.

## **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 launched the game and created a new private lobby. When In the lobby I moved my froggy character to the lickety split selection and it put me in the game. After reading the instructions, I played the game and went as fast as I could and ran into walls. The physics were fun and I was able to make it to the green end platform. When the game ended I was put back into the lobby but had a second frog avatar attached to mine for some reason. I then tried to play the snake game without realising it was broken, and the screen did not move with me when I ran away from the snake.

I had to force quit the exe because there was no pause menu where I could do so.