**Higher Order Testing**

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| Product | Team 10 Euchre |
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**Performance Testing**

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| **Defect #** | **Description** | **Severity** |
| 1 | Attempting to play a card is sometimes unsuccessful | 1 |
| 2 | Player is not able to change the names of other players | 3 |
| 3 | Game freezes for a second between the end of a trick and updating the score | 2 |
| 4 | When games start, the application uses an abnormally high amount of memory (from 40MB before game to more than 150MB after) | 2 |
| 5 | Starting multiple games in a short period causes the application to use a very large amount of the CPU | 3 |

**Volume Testing**

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| **Defect #** | **Description** | **Severity** |
| 6 | Application becomes less reliable, sometimes freezing if a user attempts multiple games | 2 |
| 7 | After selecting “New Game” multiple times, clicking “How to Play” shows images of current hand over instruction UI | 2 |
| 8 | Using extremely long names can cause the UI to freeze | 2 |
| 9 | Starting the game multiple times can cause the “Pick or Pass” UI buttons to disappear, preventing the game from starting | 2 |
| 10 | Trying to pick a card in a second game has no effect on the current hand | 1 |

**Stress Testing**

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| **Defect #** | **Description** | **Severity** |
| 11 | Starting multiple games can make cards in one’s hand unresponsive (most likely because the clickListener’s for the old deck are still active) | 1 |
| 12 | Spamming new game creation creates a scenario where you can play a card without the other players playing a card (i.e. the game does not run) | 2 |
| 13 | Starting the game multiple times can cause the hand to show the same cards until after a card is played | 1 |
| 14 | Leaving the application open and creating multiple games causes memory usage to increase dramatically (almost to 1GB) | 2 |

**Usability Testing**

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| **Defect #** | **Description** | **Severity** |
| 15 | When one tries to exit the new game dialog, the entire application closes | 2 |
| 16 | User is unable to play a card in many situations (making the game unplayable) | 1 |
| 17 | Stick the dealer cannot be enabled | 2 |
| 18 | Player cannot choose to play alone: they must team with AI | 3 |
| 19 | Users can resize the Start Game dialog, but not the main application dialog | 3 |

**Security Testing**

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| **Defect #** | **Description** | **Severity** |
| 20 | Use command “jarsigner -verify team10\_bugged\_project.jar”, and it turns out jar file of the game is unsigned, which indicates it faces the risk of code injection. | **1** |
| 21 | Possible Buffer Overflow Attacks. When entering extremely long names on “Create a new game” window, the size of the input string can be larger than the buffer size. The current game never changes names. | **2** |