Test Report

1. Introduction

ReadyForAPet is a game for users that wants to test their ability of taking care of an own pet.

1.1 Purpose of application

The purpose is to simulate how it is to have a real pet to really test if you are able to have one of your own. It will test the most common activities that you have to do to take care of your pet; give it food, take a walk, play games and make it sleep.

1.2 General characteristics of application

The application is written very flexible which enables to further development of new functions. For example, it is possible to extend the Pet-class with other types of animals than dogs.

2. Test environment

2.1 Hardware environment

The test has been running on a virtual emulator (Galaxy Nexus) on an Asus UX32A Notebook PC.

2.2 Software environment

The test has been running on the Operating System Windows 8 and the software Eclipse (Juno) with Android version 4.2.2.

3. System information

The application version that has been tested is ReadyForAPet version 2.0.

4. Known bugs

There are known bugs in the application which are listed below:

- When taking a photo with androids that has different screen size the picture's position on the dog can be different.
- When taking the photo the picture can turn 90 degrees or 180 degrees depending on the android device that is used. On some devices this is not a problem.

5. Test specification

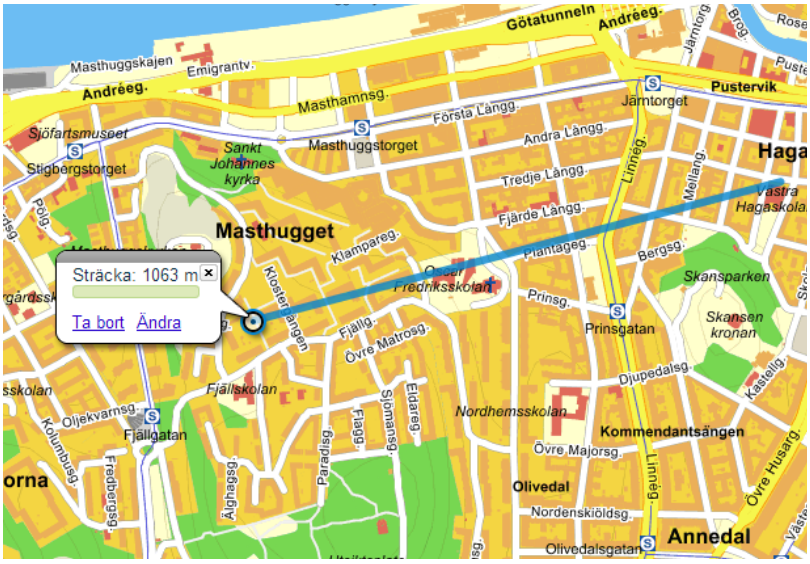
A specification of the acceptance tests can be found in ReadyForAPet/doc/Acceptance Tests.pdf

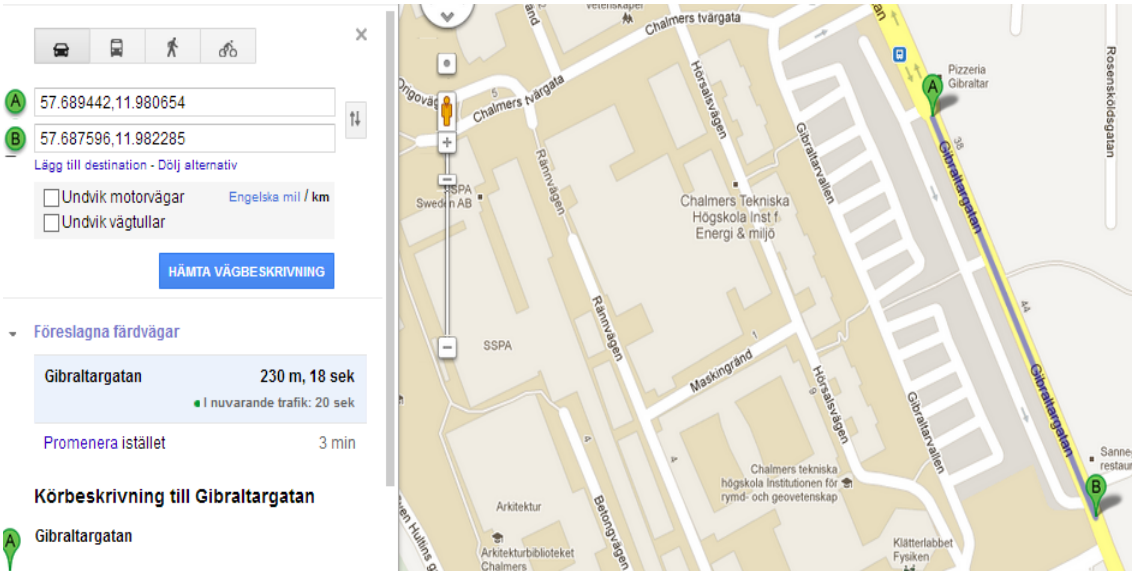
6. Automatic tests

A JUnit test has been created in an own project and linked to the requested project. The test project contains different test classes that had been runned to check different kind of values, storage and functions.

The automatic tests are listed below:

- PetTest
  - testMethodgetName – Tests the method getName in PetActivity.
- PetMoodTest
  - testFoodMood - Tests the method getFoodMood in PetMood
  - testPlayMood - Tests the method getPlayMood in PetMood
  - testWalkMood - Tests the method getWalkMood in PetMood
  - testSleepMood - Tests the method getSleepMood in PetMood
  - testSumMood - Tests the method getSumMood in PetMood
- LocationHelperTest
  - testDistance - The test is based on two distances with coordinates. One distance with related coordinates was retrieved from Google maps and the other one was retrieved from the map function at the webpage of Eniro. Both distances are enclosed in this document as screenshots from each of the websites.





6.1 Code coverage

The automatic test is testing the core functionality that would, if it failed, have had a major impact on the application.

7. Other tests

For testing saving different values on the internal memory the LogCat has been used to print out messages. In PetActivity class the method file Exists is used to check if the file is saved on internal memory after the method save is called. Depending on if the file exists the log message differs. Another test that uses the same method tries if the file is deleted after the method killPet. After trying to load the file in class SelectGame the test if the file exists is repeated.

LogCat output tests have also been used during the project to test that the moodbar decreases exactly as expected with time.

8. Test report

The test results are presented below.

8.1 Acceptance tests

The result of the functional tests are presented in the table below.

Test ID	Result	Comment
T01	*Passed*	
T02	*Passed*	
T03	*Passed*	
T04	*Passed*	
T05	*Passed*	
T06	*Passed*	
T07	*Passed*	Passed for eat, walk, play and sleep.
T08	*Passed*	Passed for all ways to PetActivity.
T09	*Passed*	Passed for all ways from PetActivity.
T10	*Passed*	

T11	*Passed*	
T12	*Passed*	
T13	*Failed*	In some devices the picture taken does not appear in the right direction on the screen.
T14	*Failed*	In some devices the picture taken by the user does not appear on the right position – and by that, it is not covering the standard dog's head.
T15	*Passed*	
T16	*Passed*	
T17	*Passed*	
T18	*Passed*	
T19	*Passed*	Passed for all activities.
T20	*Passed*	
T21	*Passed*	Passed for all activities.
T22	*Passed*	

8.2 Automatic test

The automatic tests have run and execute without failures.