

Test Report - Ready for pet?

1 Introduction

Ready For A Pet 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 and play games.

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 (Indigo) with Android version 4.2.2.

3. System information

The application version that has been tested is Ready For A Pet v. 0.1.

4 Known bugs

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

- A pet can be created with the name **null**.
- Clicking on backwards-button in PetActivity can make you return to the CreatePetActivity – it should return SelectGameActivity instead.
- The picture of a bone that appears while clicking on eat is appearing even though the pet is full.

5 Test specification

A specification of the functional tests can be found in ReadyForAPet/doc/functionalTests.

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:

- DogTest
 - o TestMethodGetName()
- PetMoodTest
 - o TestInitialFoodMood()
 - o TestInitialPlayMood()
 - o TestInitialWalkMood()
 - o TestInitialSumMood()

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 Test report

7.1 Functional test

Test ID	Result	Comment
T01	Passed	
T02	Passed	
T03	Passed	
T04	Passed	
T05	Failed	# test is a known bug
T06	Passed	
T07	Failed	# test is a known bug
T08	Passed	

7.2 Automatic test

The automatic tests have run and execute without failures.