# Test Case Metrics Summary

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Phase I: Ships that Fires Bullets | Phase II: Aliens | Phase III: Scoring | Total |
| Number of test cases planned: | 5 |  |  |  |
| Test Cases Executed: | 5 |  |  |  |
| Test Cases Passed: | 5 |  |  |  |
| Test Cases Failed: | 0 |  |  |  |

# Unit Test Cases

## Phase I: Ships that Fires Bullets

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <Move Right> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: For this test I am printing the center value of the ship, and printing the value, moving right, and printing the center value again. This test is successful if the end value is larger than start value. This would indicate that the ship is moving right along the x axis. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <Move Left> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description:Testing the left movement of the ship. Doing this by printing the start value of the ship then the end value. This test would be successful if the start value is greater than the end value. This would indicate that the ship is moving left along the x axis. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <Ship Firing> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: This is the code that shows the bullets being fired. If there is less than 3 bullets on the screen then a new bullet object is created and added to the bullet list. The print shows the list of bullets added to the screen. There can only be 3 in the list at a time. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <Ship Left Wall Stop> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Testing the collision with the left wall. Doing this with a print statement printing the left side position of the ship and it should never reach 0. This output shows that it approaches 0 and then stops. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <Ship Right Wall Stop> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Testing the collision with the right wall. This is done with a print statement when the right button is pressed printing the location of the right of the ship. In the output the ship approaches 1200 which in the system settings is the window width. It is then unable to go passed so there is collision. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

## Phase II: Aliens

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <Alien limit> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Not a test but making only a single alien to make testing easier. | | | |
| Recommendations: | | | |
| Passed? |  | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <Alien Change Direction> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Print statement in the change fleet direction function that tells what direction the fleet is starting to move. -1 is fleet is moving left and 1 is fleet is moving right. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

## Phase III: Scoring

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <#> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: | | | |
| Recommendations: | | | |
| Passed? |  | **Comments:** |  |

# Overall Software Test Recommendations & Conclusions