Armen Arslanian

Anderson Giang

ArslanianGiang282P3

Software Testing Checklist

Important items:

1. WayPoints have the correct f costs.
2. The open list (priority queue) contains the correct WayPoints at each stage, with the lowest f cost at the top.
3. The closed list contains the correct WayPoints that have already been visited and checked.
4. Parents of each WayPoints are set correctly.
5. White markers are correctly representing open list items.
6. Gray markers are correctly representing closed list items.
7. Player strength and wealth is set correctly.
8. The Stack has the correct WayPoints that form the path.
9. When treasure is found, change course to it.
10. Check the SQLite queries. Java compiler will not say if there is an error with them.
11. Check the path each player is moving in.

Other items:

1. -Xlint compilation.
2. Javadoc comments are properly embedded and generated.
3. UML diagrams are up to date.
4. Design documentation is up to date.