

COMP2511 - Dungeon Mania - Testing Plan

Our plan was to mainly use system level tests on the DungeonManiaController level. The reasoning behind this was that testing on the system level means that the tests are more black-box and do not need to be changed if the methods or ways classes interact change. This is important for our initial test writing since it means that we can easily ensure previous tests continue to work if / when existing code needs to be refactored.

For the system level tests, initially most of these will be written as unit-style tests to test the feature that is being implemented in that merge. As more features are implemented, the plan is to write more integration-style tests that test the interaction between different entities.

The plan is to also do usability tests by checking that features run on the frontend before each merge is done.

Once the main code features are implemented, if we need to improve coverage in particular areas we will supplement the system level tests with some unit tests. Although it would be ideal to do these before all the implementation is done, writing unit tests on the class level first is not going to provide the same flexibility in refactoring as system level so the plan is to write those first.