Testing Strategy

For our game, we are needing two teams of 5 players. The JUnit tests we have decided to use in the initial set up are:

1. Make sure all 10 players are created. We do not want to have more or less players than the game calls for or else the calculations for player behavior will be off or skewed.
2. The player’s team and the computer team will each have 5 players. This is to ensure that players and computers will move correctly.
3. Each simulated player will have a unique starting area. This is to make sure that no two players will start in the same spot and mess up the GUI and the game functionality.

When the game is running, one of the player’s players will have the Frisbee and be passing it to another player on his team. The tests we will use are:

1. The player has the Frisbee at the beginning of the play. This is to make sure that the player has the Frisbee and can pass it to another before the play is made.
2. Opposing team moving to player’s teams players. This is to make sure the computer can react to nearby players and move in to intercept.