

At the start of the project, we would just push our changes to the github. Though, after learning more about testing in class, we realized we needed a better system. It was harder for us, because a lot of our testing was visual. So, a lot of our testing and verification came through playing through Wordle hundreds of times and seeing how different edge cases performed. Though, we also started writing tests for functions that we developed and that we had developed. So, we would write tests for the functions before it would be integrated with the repository. In order to do this, we had to add a testing boolean parameter to a lot of the functions. We used this to not call the pygame display functions during testing because doing this would cause the program to crash.

Based on the approach that we took, it looks like we most closely resembled top-down integration. Our approach resembled this because we tested each artifact in the order it was implemented and before we developed the next artifact. So, for example, we tested our AddLetter function first. We simulated the functions that didn't exist yet in order to test the performance of this. Then we integrated the AddLetter function into the code. This best resembles the top-down integration plan. We did start having a testing plan later in the process. Though, once we implemented our strategy, integration was a lot smoother. So, in the future, we would use this code integration strategy from the very beginning.