

Tamias2D: Unit Verification and Validation Plan

Oluwaseun Owojaiye

December 7, 2018

1 Revision History

Date	Version	Notes
Nov. 29, 2018	1.0	Initial Draft
Dec. 1, 2018	1.1	Updates from github feedback

2 Symbols, Abbreviations and Acronyms

See MIS documentation at https://github.com/smiths/caseStudies/blob/gamephy_MIS/CaseStudies/gamephys/docs/Design/MIS/GamePhysicsMIS.pdf

symbol	description
T	Test

Contents

1	Revision History	i
2	Symbols, Abbreviations and Acronyms	ii
3	General Information	1
3.1	Purpose	1
3.2	Scope	1
3.3	Overview of Document	1
4	Plan	1
4.1	Verification and Validation Team	1
4.2	Automated Testing and Verification Tools	1
4.3	Non-Testing Based Verification	2
5	Unit Test Description	2
5.1	Tests for Functional Requirements	2
5.1.1	Body Module	2
5.1.2	Vector Module	4
5.1.3	Shape Module	6
5.1.4	Space Module	7
5.2	Tests for Nonfunctional Requirements	8
5.3	Traceability Between Test Cases and Requirements	8
6	Appendix	10
6.1	Symbolic Parameters	10

List of Tables

1	Traceability Between Test Cases and Modules	8
---	---	---

List of Figures

This document describes the unit verification and validation (V&V) plan for Tamias2D, a 2D Physics Game Library. It is intended to be a refinement of the tool's system (V&V) plan by providing test cases based on the modules in the library's module interface specification (MIS) document. The MIS, along with the full documentation of Tamias2D, can be found at: <https://github.com/smiths/caseStudies/tree/master/CaseStudies/gamephys>. The unit V&V plan starts by providing general information about the library Section ?? . Then, Section ?? provides additional details

about the plan, which include information about the V&V team, automated

testing and verification tools and non-testing based verification. This is followed by the unit test description in Section ?? ,

which consists of tests for the library's functional and nonfunctional requirements, categorized based on the modules in the MIS, and traceability

between the test cases and modules. This document ... [provide an introductory blurb and roadmap of the unit V&V plan —SS]

3 General Information

3.1 Purpose

3.2 Scope

3.3 Overview of Document

4 Plan

4.1 Verification and Validation Team

Member(s) of the verification and validation team will include myself, Olu.

4.2 Automated Testing and Verification Tools

PyTest framework will be used for automated unit testing. A script with all the testcases covering all Tamias2D modules will be created by me.

4.3 Non-Testing Based Verification

Not applicable for Tamias2D

5 Unit Test Description

The test cases discussed in this section are based on the Module Interface Specification(MIS) which can be found at https://github.com/smiths/caseStudies/blob/gamephy_MIS/CaseStudies/gamephys/docs/Design/MIS/GamePhysicsMIS.pdf. Each test case listed covers for all applicable functions that need to be tested in each module to ensure that Tamias2D functions as intended based on the requirements of the software.

5.1 Tests for Functional Requirements

5.1.1 Body Module

Body module is responsible for storing the physical properties of an object such as mass, position, rotation properties, velocity, e.t.c and provides operations on rigid bodies such as setting the mass, moment, applying force e.t.c.

1. UTC1 : Validate apply_force1

Type: Automatic.

Initial State: Initial force on a body is $\text{Vec2}(0.0, 0.0)$

Input: `b.apply_force(Vec2(10.0, 6.0))`

Output: New total force applied to body is $\text{Vec2}(10.0, 6.0)$

How test will be performed: PyTest

Ref. source: <https://onlinemschool.com/math/assistance/vector/calc/>

2. UTC2: Validate apply_force2

Type: Automatic

Initial State: $\text{Vec2}(10.0, 6.0)$

Input: `b.apply_force (Vec2(-20.0, 2.0))`

Output: New total force is `Vec2(-10.0, 8.0)` Ref. source: <https://onlinemschool.com/math/assistance/vector/calc/>

3. UTC3: Validate `apply_force3`

Type: Automatic

Initial State: `Vec2(-2.0, -1.0)`

Input: `b.apply_force (Vec2(-5.0, -8.0))`

Output: New total force is `Vec2(-7.0, -9.0)`

How test will be performed: PyTest

Ref. source: <https://onlinemschool.com/math/assistance/vector/calc/>

4. UTC4: Validate `apply_torque`

Type: Automatic

Initial State: 0.0

Input: `apply_torque(100.0)`

Output: `self.torque=100.0`

How test will be performed: PyTest

5. UTC5: Validate `set_space`

Type: Automatic

Initial State:

Input: `body.set_space(space)`

Output: Expected result of `(space is body.space)`: True

How test will be performed: PyTest

5.1.2 Vector Module

Vector module provides operations such as addition, scalar and vector multiplication, dot and cross products e.t.c.

1. UTC6: Validate vector addition

Type: Automatic.

Initial State:

Input: $\text{Vec2}(2.22, 5.17) + \text{Vec2}(1.0, 1.0)$

Output: $\text{Vec2}(3.22, 6.17)$

How test will be performed: PyTest

Ref. source: <https://onlinesechool.com/math/assistance/vector/calc/>

2. UTC7: Validate vector subtraction1

Type: Automatic

Initial State:

Input: $\text{Vec2}(2.0, 5.0) - \text{Vec2}(1.0, 2.0)$

Output: $\text{Vec2}(1.0, 3.0)$

How will test be performed: PyTest

Ref. source: <https://onlinesechool.com/math/assistance/vector/calc/>

3. UTC8: Validate vector subtraction2

Type: Automatic

Initial State:

Input: $\text{Vec2}(-20.0, 5.0) - \text{Vec2}(1.0, -10.0)$

Output: $\text{Vec2}(-21.0, 15.0)$

How will test be performed: PyTest

Ref. source: <https://onlinesechool.com/math/assistance/vector/calc/>

4. UTC9: Validate scalar multiplication1

Type: Automatic

Initial State:

Input: $\text{Vec}(2.0, 4.0) * 2.0$

Output: $\text{Vec}(4.0, 8.0)$

How test will be performed: PyTest Ref. source: <https://onlinemschool.com/math/assistance/vector/multiply3/>

5. UTC10: Validate scalar multiplication2

Type: Automatic

Initial State:

Input: $\text{Vec}(-2.0, -4.0) * 2.0$

Output: $\text{Vec}(-4.0, -8.0)$

How test will be performed: PyTest Ref. source: <https://onlinemschool.com/math/assistance/vector/multiply3/>

6. UTC11: Validate scalar division1

Type: Automatic

Initial State:

Input: apply force $\text{Vec}(-10.2, 4.2) / 2.0$

Output: New total force is $\text{Vec}(-5.1, 2.1)$

How test will be performed: PyTest

7. UTC12: Validate scalar division2

Type: Automatic

Initial State:

Input: $\text{Vec}(22.24, 4.34) / 2.0$

Output: $\text{Vec}(11.12, 2.17)$

How test will be performed: PyTest

8. UTC13: Validate vector magnitude1

Type: Automatic

Initial State:

Input: Velocity = Vec(2.0, 0.0)

Output: magnitude = V.mag() = 2.0

How test will be performed: PyTest

Ref: <https://onlinschool.com/math/assistance/vector/length/>

9. UTC14: Validate vector magnitude2

Type: Automatic

Initial State:

Input: Velocity = Vec(-2.0, -4.0)

Output: magnitude = V.mag() = 5.65

How test will be performed: PyTest

Ref: <https://onlinschool.com/math/assistance/vector/length/>

10. UTC15: Validate vector dot product

Type: Automatic

Initial State:

Input: Vec2.dot(Vec2(1.0,2.0), Vec2(2.0,1.0))

Output: magnitude = 4.0

How test will be performed: PyTest

Ref. source: <https://onlinschool.com/math/assistance/vector/multiply/>

5.1.3 Shape Module

Shape module is responsible for storing the surface properties of an object such as restitution and provides operations on shapes, such as setting the coefficient of restitution. e.t.c.

1. UTC12 : Validate `set_angle`

Type: Automatic.

Initial State:

Input: `shape.set_angle(45)`

Output: `self.angle = 45`

How test will be performed: PyTest

2. UTC13: Validate `set_position`

Type: Automatic

Initial State:

Input: `shape.set_pos(Vec2(2,2))`

Output: `Vec2(2,2)`

3. UTC14: Validate `get_vertices`

Type: Automatic

Initial State:

Input: `shape.get_verts(Box(Vec2(0,0), Vec2(100,100), 0))`

Output: 4

How test will be performed: PyTest

5.1.4 Space Module

The space module is responsible for all the rigid bodies and shape interaction. It is the container for simulation.

1. UTC15 : Validate `set_gravity`

Type: Automatic.

Initial State:

Input: `space.set_gravity(Vec2(0, 9.8))`

Output: (Vec2(0, 9.8))

How test will be performed: PyTest

2. UTC16: Validate add_body

Type: Automatic

Initial State:

Input: space.add_body(b)

Output: $\text{len}(\text{self.bodies}) = 1$

5.2 Tests for Nonfunctional Requirements

Non-Functional testing will not be required for unit testing. This will be covered in section 5.2 of the System Verification and Validation document located at:

https://github.com/smiths/caseStudies/blob/gamephy_SysVnVPlan/CaseStudies/gamephys/docs/VnVPlan/SystVnVPlan/SystVnVPlan.pdf.pdf

5.3 Traceability Between Test Cases and Requirements

Test Case ID	Module
UTC1-UTC5	Body Module
UTC6 - UTC11	Vector Module
UTC12 - UTC14	Shape Module
UTC15 - UTC16	Module
T5	Module

Table 1: Traceability Between Test Cases and Modules

References

6 Appendix

This section provides additional content related to this document.

6.1 Symbolic Parameters

There are no symbolic parameters used in this document.