Test Report
v0.2 Beta

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Contents

1 Introduction

1.1 Purpose of application

Have a ball move using the accelerometer and interact with generated walls.

1.2 General characteristics of application

Using the accelerometer the ball will be guided over the playing field.

2 Test enviroment

The compiled application, .apk, can be downloaded from `https://github.com/ChristofferKarlsson/Labyrinth/downloads`. The downloadable application is compiled from the source code on GIT with the tag `v0.2_beta`.

2.1 Hardware enviroment

The devices used to test the application are the Samsung Galaxy S and Samsung Galaxy S2.

2.2 Software environment

2.2.1 Softwares

The software environments used to test the application are Android 2.3.3 and Android 4.0.3.

2.2.2 Software settings

No specific settings are needed.

3 System information

3.1 System version

Version 0.2 Beta.

4 Known bugs and limitations

4.0.1 Bugs

- The ball is thought upon as a rectangle, meaning it only has four reference points, and therefore all of its edges are not immediately discovered by the collision handler.

- Sometimes the ball is stopped slightly within a wall which causes the graphics to look out of place.

4.0.2 Limitations

No limitations.

5 Test specifcation

The test cases can be found in the document `test_cases.pdf`.

6 Automatic test

6.1 Code coverage

No code coverage is used.

6.2 Nightly builds

No nightly builds are being done, yet.

6.3 Unit test

No unit tests have been developed, yet.

7   Test report

The test is done on the GIT version tagged as `v0.2_beta`.

Test id	Result	Comment
1.1	Passed	-
1.2	Passed	-
1.3	Passed	-
2.1	Passed	-
2.2	-	Not implemented
2.3	Passed	-
2.4	Passed	-
2.5	Passed	Shaped like an 'L'
3.1	-	Not implemented
3.2	Passed	-
4.1	Passed	-
4.2	Passed	-
4.5	Not passed	Not yet implemented
4.6	Passed	-
5.1	Passed	-
5.2	Passed	-
5.5	Passed	-