

-Testing and Debugging

There was no unit testing. The only testing we did is run the application with different inputs(different selection of Champions). And let League of Legends players determine if the application generates good outputs (since there are no actually standard to measure the goodness of the outputs). And It turns out it works great.

As for debugging, since we follow every stage of our model tightly, and it's a relative small application, there is not much bug we have found. And we fixed all bugs that we found.

-Presenting

Before the day of presentation, we have anything we need set up on our presenting laptop including, the slides and demo, as well as the local data that the application needs. During the day of presentation, everyone showed up on time and present our parts orderly as it was planned. Besides the slides, there was interact with the audiences through the demo, everything was successful.

-Conclusion

Since the project is relatively small, everything was planned out well ahead, and everyone follows track tightly, the whole project is perfectly complete throughout every stage and as a whole.