Test Plan

Many of the GUI functionalities were very difficult to test. Thus, we resorted to manually testing the functionality though the GUI, and using OUnit to test the other functionalities associated with the gameboard, grading, etc.

The test cases were developed using a mixture of black box and glass-box testing. For some of the simpler functions, it sufficed to using black-box testing because the specification was able to fully describe the behavior. However, when scoring words on the board, it was necessary to use glass-box testing to test all possibilities. In addition, the score mechanics were described in the rulebook, which is quite long.

This testing approach ensures that our backend capabilities are satisfactory, and the game also runs smoothly with human testers.