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**Test Plan and Report**

for

**PokemonTool**

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# 1 Overview

This document includes the results of running the test suite on the PokemonTool application. These test cases are prepared from the functional requirements in the Software Requirements Document (SRS).

# 2 White Box Testing

The goal of a complete white box test quite was not completed. The Junit framework was used to white box test a very small portion of the application. The framework exists for further enhancement in later revisions.

# 3 Black Box Testing

## 3.1 User Interface (UI)

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| The UI looks as shown and specified in the SRS. | Passed | 2.1 |

## 3.2 Status

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| Touching confusion lights up the indicator. Touching it again turns off the light up effect. The database counter is updated.  Touching burn lights up the indicator. Touching it again turns off the light up effect. The database counter is updated.  Touching poison lights up the indicator. Touching it again turns off the light up effect. The database counter is updated.  Touching sleep lights up the indicator. Touching it again turns off the light up effect. The database counter is updated.  Touching paralysis lights up the indicator. Touching it again turns off the light up effect. The database counter is updated. | Passed  Passed  Passed  Passed  Passed | 2.2, 2.2.1, 2.2.2, 2.2.3, 2.2.4, 2.2.5 |

## 3.3 Health Indicator

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| The health indicator starts with a value of 0.  Touching the minus sign decreases the value by 10. Touching the minus sign to bring the value to 0 turns the 0 green.  Touching the plus sign increases the value by 10. Touching the plus sign to bring the value to 990 turns the 990 red. | Passed  Passed  Passed | 2.3, 2.3.1, 2.3.2 |

## 3.4 Refresh

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| Touching refresh sets the health point indicator to a green 0 value. | Passed | 2.4 |

## 3.5 Bench

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| Touching the bench opens up the bench window, displaying 5 Pokeballs with 0 default numerical value health points.  Each Pokeball can be selected by touching it.  Touching the minus sign decreases the health point value of all selected Pokeballs by 10, with a minimum value of 0.  Touching the plus sign increases the health point value of all selected Pokeballs by 10, with a maximum value of 990.  Prior to selecting any Pokeballs, the Pokeball button is visible. Touching it selects all Pokeballs.  When selecting a Pokeball, the Pokeball button turns into the swap button.  Touching the swap button swaps the health point value of the selected Pokeball and the health indicator. | Passed  Passed  Passed  Passed  Passed  Passed  Passed  Passed | 2.5, 2.5.1, 2.5.2, 2.5.3, 2.5.4, 2.5.4.1, 2.5.4.2 |

## 3.6 Coin Flip

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| The coin is displayed with the Pikachu face by default.  Touching the coin starts the coin flip animation.  The coin flip animation ends after a second, displaying either the Pikachu face or the Pokemon logo. | Passed  Passed  Passed | 2.6 |

## 3.7 Menu

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| The menu button appears in the middle-right of the screen, as shown in the user interface.  The menu button brings up the option to go to the settings menu.  The settings menu has the option to adjust screen rotation, which is a toggle of on or off.  The appearance of the settings menu looks as specified in the SRS.  When the toggle is set to off, the current rotation of the device will affect the current orientation of the PokemonTool application.  When the toggle is set to on, the current rotation of the device is disregarded and the PokemonTool application is fixed in vertical layout. | Passed  Passed  Passed  Passed  Passed  Passed | 2.7, 2.7.1, 2.7.1.1 |

## 3.8 Database

|  |  |  |
| --- | --- | --- |
| **Description** | **Result** | SRS Requirement |
| The external database is updated every 5 minutes.  The counters are updated correctly for each time the status indicators are toggled on.  The 5 minute timer is continuous when switching between the settings menu and the main user interface. | Passed  Passed  Passed | 2.8 |

# 4 Performance Testing

Each of the above test cases has a reaction time of less than 100 milliseconds, which meets non-functional requirement 3.3 in the SRS.