

1.3 Testing role-play

0. Overview

In this unit we will be using testing role-play activities to introduce you to concepts without needing to jump straight into technical details. **This is not an activity you can do outside of your applied class, so you need to attend.** Our goal is to help introduce you to the concepts, and encourage you to practice thinking about and using them. Hopefully it will also be fun!

So, how does this work? In general, there are two roles:

1. The thing being tested ("machine").

People taking this role will act as a machine or piece of software. They will be given instructions showing them how they should react to inputs. Their job is to listen to the inputs given by the person doing the testing, and tell them what the output is.

2. The person doing the testing ("tester").

People taking this role will act as a person testing the machine or piece of software. They will be given a description of what they are testing, the inputs they can use, and the general expected behaviour of what they are testing.

The job of the tester is to try and find the bugs within the machine.

We will normally run this as a small group activity, with at least two people in each role per group. However, for this first week, to help you learn the game your tutors will take the "machine" role, and the entire class will be "testers".

This activity relates to ULOs 2 and 3.

2. Testing role-play 1

For this first role-play game your tutors will act as the machine and you will act as the testers.

Instructions will be provided to you in class.

As you play the game, take notes in a text or markdown file within the "Applied 1" folder in your repository. Make sure you add, commit, and push your notes to gitlab at the end of the activity. These will help you with your weekly reflection.