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CS 362
Final Project – Test Report
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Testing Dominion was difficult. The organization of the code made little to no sense to me which made it more difficult to test.

Skipping past the initial refactoring, I started with unit testing four functions: isGameOver, buyCard, gainCard, and supplyCount. After running tests for these four functions, I only had 6.49% code coverage, and only had one failing case. I am still unsure as to whether I tested these functions poorly, or was just unlucky in my choice of functions. After testing those four functions, I then tested four cards: smithy, village, great hall and outpost. After running these four additional tests, my code coverage was up to 29.55%.

For random testing, I tested smithy and village again, as well as adventurer. At first I believed that I had found a bug in village, however, I now believe that the problem is in the test, not the card.

I then tested my code against stallcui and thaia. I found that all of our code was very similar as none of the three of us had diverged much from what was given.

While it didn't help me much in this particular case, I like the idea of tarantula. I based my tarantula code on my random adventurer test. It was able to reliably reproduce the bug, however most of the same code was executed during successful and failed runs. This meant that it did not help me determine which line had the fault. However, I can see how it could be useful with other code.