Deliverable 1: So Far … Not So Good

The experience so far of this project has been a little bit of a pain. The documentation of the repository is a little spare for our liking and building and installing all of the dependencies has been harduous. If anything it's been a good learning experience troubleshooting everything.

It was very trying to figure out how to run the tests has been aggravating. Depending on the Ubuntu system chosen, only two of three required dependencies will install. This halts trying to figure out how to run the tests that are already written. I think going through and trying to contact some of the developers or use some kind of chat forum of how to get this working will be the next steps.

After a lot of trial and error (with errors still occurring), we were able to get four tests to run. This was solved by having some of the packages being downloaded on one computer and another. We had to copy the packages from the different computers onto a flash drive and transfer the files into one central computer into the right file path to get some of the tests to run. Of the four tests that ran, one was passed all the way. Three of the four mostly had fails within them. The other tests could not be ran due to packages still missing.

Right now, we are a little unsure about what direction we would like to take the project. Are we going to test a game, are we going to test some subsection of the OS? We are not sure exactly where to go. We believe testing some subsection of the Sugar application will probably be the easiest. Now, this could completely cause a giant issue because of dependency issues that we are having right now. It might be a little hard to take out the sections that we need by itself and putting them into a small part of our repository for the class.