Mars Map Maker

CIRDLES
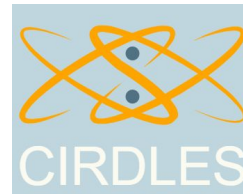
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The following steps are those that we, Best Team, followed to test Mars Map Maker but could be applied to any code

First, create criteria to search for methods to test based on your current requirements.

Since we were unit testing and didn't want to do higher-level render tests, we looked for simple methods that had one input and one output

Second, create the structure of your test cases. They should all have the same structure

Lastly, analyze the data received and look for irregularities. Remember that proactive testing now is always better than bug hunting later

Fifth, insert faults into the actual code (creating a separate branch for this is ideal) in order to ensure that your tests catch every change

Fourth, create the test cases. Make as many as you can think of for each aspect of a method. If a method checks for an empty set, give it an empty set, filled sets, values that aren't sets, null values, etc.

Third, create your driver script. This script should sequentially process each test case in your test case directory and should be able to handle any number of cases