

Team Destiny
Final Report
Chapter 3

We have now developed a testing framework for our initial test cases. Our goal was to obtain output when an error that we were checking for were to occur. To do so, we interpreted the main class integer argument bit-wise to determine which debugging and test methods will be activated. This allows us to keep our test cases as well as desired debugging output into our desired conditions. Every time a test method is violated we receive output in the console when these problems arise for each test case.

An important part of this phase is giving access to those with no skill or knowledge of the program to the test methods. Each debugging method has different bit-unique values that allows us to access them. This script allows for someone with no knowledge of the code/software to be able to select a specific test, or even add their own if necessary.

One of our test cases involves examining that only binary inputs are accepted in the game. To do this we used a tool called Xdotool from <https://github.com/jordansissel/xdotool>. It simulates constant user input that we can apply during our test using external shell scripts. Like the other test methods, if a violation occurs output is given to the console.