

Team Destiny  
Final Report  
Chapter 4

Testing is still continuing as we develop more and more test cases. The first five were implemented successfully with the ability for the tester to select which test they wish to run. We also have implemented the XdotTool to simulate our user input for assistance in our test cases. The following test cases have been added:

1.     **Game menu starts successfully.** Users should reliably be brought to the game menu start screen when the application is launched.
2.     **Proper display of win/loss results.** Users should be able to see their win/loss score and results after the game has been won/lost.
3.     **Verify game size during its idle state.** Application should not change in size while idle.
4.     **Verify game size while running.** Application should remain stable while in use.
5.     **Test for interruptions from other applications.** Users should not experience interference from other applications in the background.
6.     **Test accuracy of scores.** User's scores should be counted and calculated properly.
7.     **Score is formatted properly.** A user's score should being formatted as intended.
8.     **Sound in synced.** The game sound should match with the gameplay from the user.
9.     **Game title is properly displayed.** The game title should appear when the user launches the application.
10.    **Test loading time.** The game should load reasonably when in use.

These cases will continue to test the game until we are ready to add failures into the code to have the application generate errors. More test cases will be added as we continue.