Team Destiny
Final Report
Chapter 5

To present to the class out demo we have developed a framework which allows the tester to choose which test or tests they wish to run. They can also create their own tests. The most essential part of testing this Binary Orb game, is ensuring the success and reliability of user input. This is a difficult thing to test for.

Luckily we have a way to simulate the user input with an application called Xdotool. It can repeatedly spam input to the application so that we can test for failures. These failures include test cases such as the player object going out of bounds, no response failures, and token pick up failures.

Reflections:

Overall this was a difficult project to implement tests and even develop additional test cases for. This is mainly due to the type of program we chose. The Binary Orb game was a neat idea, but it turns out that testing something that is almost pure user input (and only a single input at that) doesn't leave much to work with. Nor are there many tools to help us simulate efficient and realistic user input. Games require much more intricate test cases than we had originally imagined.

Timing and organization could have been handled better all together as well. This was a good experience in just how many things can go wrong and prevent projects from running fluidly. A good example of this is that the Binary Game was created in 2007 and would only build on older versions of java. This created problems for us in the very beginning and continued for some of us in some form until the end. A more recent or updated project choice could very well have been more ideal.