



CS162-400

Assignment 3- Polymorphism

Test Procedure



Testing: First I test the selection option. That is, when says enter 1-5, or enter 1-2, in all these cases it does not allow user to enter character or symbol. I added some cin clear's while testing to prevent excess input to be placed into the next option choice. There are only three instance of use input, selecting hero (twice), selecting to continue or exit, and selecting to exit program or play again. All of these execute in similar ways and pass the space, character, symbol, and number space number test.

While testing, I used an output to show the rolls of the dice (commented out, but easily added back in). Here I verified that the rollSix dice function output a 1-6 (randomly), and the rollTen function output a number 1-10 (randomly). By using the unix function sleep(unsigned int), I was able to produce random numbers more accurately.

I tested the goblin Special achilles by hard coding in 12 damage. The special does as intended, and works an all opposing enemy's unless a goblin. The Shadow's special is a 50/50 chance between blocking all damage, vs only having defense roll (no armor). Works against all enemy's, and creature base class bypasses output of armor for The Shadow because it will never have an armor value.

Now, to test the characters, there are 15 combinations of lineups if you include a creature vs. itself (5+4+3+2+1). I will write out this in a chart. I did 10 matches each, and kept track of who won each battle out of 10.

	Reptile	Barbarian	Goblin	The Shadow	Blue Man	Victories Out of 40
Reptile	<input checked="" type="checkbox"/>	R:10 B:00	R:10 G:00	R:08 S:02	R:01 Bl:09	29
Barbarian		<input checked="" type="checkbox"/>	B:06 G:04	B:00 S:10	B:00 Bl:10	6
Goblin			<input checked="" type="checkbox"/>	G:01 S:09	G:00 Bl:10	5
The Shadow				<input checked="" type="checkbox"/>	S:02 Bl:08	23
Blue Man					<input checked="" type="checkbox"/>	37

