Assembled team with roles report

|  |  |  |  |
| --- | --- | --- | --- |
| **Module** | **Programmer Name** | **Due Date** | **Actual Date Completed** |
| action.py | Brian, Matt | 3/03/12 |  |
| bg\_waves.py | Brian | 16/04/12 |  |
| board.py | Matt | 20/03/12 |  |
| constants.py | Matt | 10/4/12 |  |
| defense.py | Matt | 20/03/12 |  |
| client.py | Brian | 3/03/12 |  |
| message\_panel.py | Brian | 3/03/12 |  |
| mousehitbox.py | Brian | 3/03/12 |  |
| offense\_panel.py | Matt | 4/03/12 |  |
| unit.py | Matt, Brian | 20/03/12 |  |
| server.py | Benson | 3/03/12 |  |
| upgrade.py | Brian | 16/03/12 |  |
| creditsscreen.py | Brian | 16/04/12 |  |
| gamescreen.py | Matt, Brian | 16/04/12 |  |
| introscreen.py | Brian | 16/04/12 |  |
| joinscreen.py | Brian | 16/04/12 |  |
| lobbyscreen.py | Brian | 3/03/12 |  |
| mainscreen.py | Brian | 16/04/12 |  |
| screen.py | Brian | 3/03/12 |  |
| shopscreen.py | Matt, Brian | 10/03/12 |  |
| upgradescreen.py | Matt, Brian | 16/03/12 |  |

Inspection Error List

System:

Subsystem:

Module Name:

Moderator:

Inspection Type:

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| --- | --- | --- | --- | --- |
| **Location** | **Error Description** | **Error Type** | **Error Class** | **Sev-irity** |
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Inspection Summary

System:

Subsystem:

Module Name:

Moderator:

Inspection Type:

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| --- | --- | --- | --- | --- |
| MINOR ERRORS | | | | |
| Error | Missing | Extra | Wrong | Total |
| Interface |  |  |  |  |
| Data |  |  |  |  |
| Logic |  |  |  |  |
| Input/Output |  |  |  |  |
| Performance |  |  |  |  |
| Human Factors |  |  |  |  |
| Standards |  |  |  |  |
| Documentation |  |  |  |  |
| Other |  |  |  |  |

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| --- | --- | --- | --- | --- |
| MAJOR ERRORS | | | | |
| Error | Missing | Extra | Wrong | Total |
| Interface |  |  |  |  |
| Data |  |  |  |  |
| Logic |  |  |  |  |
| Input/Output |  |  |  |  |
| Performance |  |  |  |  |
| Human Factors |  |  |  |  |
| Standards |  |  |  |  |
| Documentation |  |  |  |  |
| Other |  |  |  |  |

Inspection Report

System:

Subsystem:

Module Name:

Moderator:

Size of material: lines

Inspection Meeting Number:

Inspection Duration:

Number of Inspectors:

Total Preparation Time:

Unit Disposition: (meet, re-examine, re-inspect)

Estimated rework effort: (hours)

Rework to be completed by:

Reinspection scheduled for:

Other inspectors:

Moderator Certification:

Date:

Additional Comments:

Test Case: mousehitboxes

Implementation:

This test case was implemented using the automated unittest package in python. This package allows for writing classes that run whenever the python script they are contained in is run. This means that we wrote a class, TestMouseHitboxes, inside mousehitbox.py. This class is run every time mousehitboxes.py is used (which is frequently throughout the rest of the code of Conquer the Seas).

This is a black-box test case: it does not take into account the code of mousehitboxes.py. It simply tests that hitboxes are correctly applied in all possible real-world scenarios. The follow table lists the inputs and expected outputs.

|  |  |
| --- | --- |
| Input | Output |
| Two hitboxes in the same place | AttributeError is raised |
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