

Software Engineering Group Project Test Report AUM Group

Author: Nah37, dkm4
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Department of Computer Science
Aberystwyth University Branch Campus Mauritius
Coastal Road Unicity
Flic-en-Flac
Mauritius
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1. TESTS

Test Ref	Req being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_001	FR1	Check that the main page appears.	The user should be given the option: play new game, Load game, game scoreboard, help	Pass
SE_F_002	FR1	Check that that the player can compete against past saved grids.	Click on load game. Since the game has never been played before there should be no filename to choose from.	Pass
SE_F_003	FR1	Check that the Main menu button works	When the user clicks on Main menu, the SelectGame frame must close and the Main menu page should be displayed to the user	Pass
SE_F_004	FR2	Check that a new grid is generated when the user clicks on New Game	There should be 3 3x3 grid of letters generated. The letter population should in as described in the Appendix A of the Requirement specifications document.	Pass
SE_F_005	FR2	Check once a letter is selected it is not available for reselection.	Click in a letter on any grid and then click on it again. Error message: "You clicked on an unselected tile" is displayed.	Pass
SE_F_006	FR9	Check that the program implements the adjacency rules defined in the appendix B of the Requirements Specification document.	Click on the tile one by one on each of the grids and check if it respects those rules.	Pass

Test Ref	Req being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_007	FR5	Check that the user is asked for its name when the timer is over.	The game has never been played before, the highScore file is empty or there is less than 10 players details. The player should be asked for its name even if its score is zero.	Pass
SE_F_008		Check that the program does not allow the player to proceed if the name field is empty.	If the player does not enter anything in the name field and it clicks on OK, it should stay on the same frame.	Pass
SE_F_009		Check that the program does not allow the user to enter a name containing a space which counts as a special character. Input: name<space>name	When the user clicks an OK then an error message: "Special characters not allowed" should be displayed. The user should be asked to enter its name again.	Pass
SE_F_010		Repeat SE_F_009 with another input name@134		Pass
SE_F_011	FR5	Repeat SE_F_009 but with a correct input: "mYnAme"	When the user clicks on OK, it should give him the option to save the game, start a new game, to load saved game and to exit.	Pass
SE_F_012		Click on Exit game to see it is closes the frame	The frame should close.	Pass
SE_F_013	FR4	Check that the timer starts and ends correctly. Check that the initial score is zero	The countdown timer should allow the user only to play for 3 minutes only. If the user has not entered any word, the score should remain zero.	Pass
SE_F_014	FR5	Repeat SE_F_007		Pass
SE_F_015		Repeat SE_F_011 with input "2133322"		Pass
SE_F_016	FR5, FR2	Check that the when the user clicks on New Game, the ScoreMenu frame is closed and a new grid is generated.	There should be 3 3x3 grid of letters generated. The letter population should in as described in the Appendix A of the Requirement specifications document.	Pass

Test Ref	Req being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_017	FR8	Check that the player can select letters on the grid using mouse	The user should be able to use a mouse to enter words	Pass
SE_F_018	FR8, FR9	Check that the user can indicate that it has completed a word by clicking on the Add Word button. Click on a set of tiles such that it forms a legal word. Also check if the score is calculated correctly.	When the user clicks on the Add Word button, the program should check if it is a legal word, unselect all the selected tiles, clear the label where the letters of the selected tiles are displayed and update the score. The word should be added to the list of COREECT WORDS on the left-hand side.	Pass
SE_F_019	FR8, FR9	Click on a set of tiles such that it forms an illegal word and then click on the Add Word button.	The error message; "Incorrect word, TRY AGAIN" should be displayed and the score must stay the same as before.	Pass
SE_F_019	FR9	Do not select any tiles and click on the Add Word Button	***An error message should be displayed: "No tiles selected"	Pass
SE_F_020		Click on a set of tiles and then click on the Clear Word button	When the user clicks on the Clear Word button, it should unselect all the selected tiles and clear the label where the letters of the selected tiles are displayed.	Pass
SE_F_021	FR9	Click on tile and then click on a non-highlighted tile.	The error message: "You clicked on an unselected tile" should be displayed. All the selected tiles should become unselected and no tiles should be highlighted.	Pass
SE_F_022	FR5	Play the game until the timer is over. It should ask the player for its name again as its score will be among the best ten. Name field input: "nina"	The highScore file contain less than 10 players details. The player should be asked for its name. Pass criteria same as SE_F_011	Pass

Test Ref	Req being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_023	FR6	Click on Save Game	The user should be asked to enter a filename only and not its name as it already it name before.	Pass
SE_F_024		Leave the filename field empty and click on OK.	The user should not be allowed to proceed.	Pass
SE_F_025		Enter a space in the filename field and click on Ok	The error message "Special characters not allowed" should be displayed	Pass
SE_F_026		Enter filename@63 in the filename field and click on Ok	The error message "Special characters not allowed" should be displayed	Pass
SE_F-027		Click on Cancel	It should take the user back to the Game Over frame where he can start a new a game, save the game, load a saved game and exit the game.	Pass
SE_F_028		Click on Save Game button, input "filename1" and click on Ok	The user should be asked to enter a filename only and not its name as it already it name before. When the user clicks on OK, it should take the user to the user to the Game Over frame it should not give the user the option to save the game again.	Pass
SE_F_029		Click on Load Game.	The user should be given the option to compete against the saved game filename1. There should be no other option as only one game has been saved.	Pass
SE_F_030	FR3	Click on filename1.	The letters on the grid should be the same as in the file and on the bottom left there should be the name of the previous player nina and its score should be displayed.	Pass
SE_F_031	FR2, FR6	Repeat SE_F_005 and SE_F_006		Pass

Test Ref	Requirements being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_032	FR6	When a saved game is over, the player must be asked for its name which should be saved in the same in an ordered way.	A frame must be displayed, asking the user to enter it name.	Pass
SE_F_033		Leave the name field empty and click on OK	It should not allow the user to proceed.	Pass
SE_F_034		Enter "name2 name" and click on OK	It should display: "Special characters not allowed"	Pass
SE_F_035		Enter "name3" and click on Ok.	it has a correct input, it should take the user back to the game over frame without the option to save the game.	Pass
SE_F_036	FR3	Repeat SE_F_029 and SE_F_030	There should be two names in the scoreboard on the bottom left.	Pass
SE_F_037	FR8, FR9	Repeat SE_F_017, SE_F_018, SE_F_019, SE_F_020, SE_F_021, SE_F_032 and SE_F_035 input name4		Pass
SE_F_038	FR2	Click on new game, check timer and score	A new 3x3x3 grids should be generated, timer should start correctly. The score should be zero.	Pass
SE_F_039	FR8	Type a letter that is on the grids	The user should be able to type in words.	Pass
SE_F_040	FR8	Type any character that is not on the grids	It should unselect the selected tile and no tiles should be highlighted and the error message: "" should be displayed.	Pass
SE_F_041	FR8, FR9	Type a character that occurs multiple times on the grid	The first occurrence of that letter on the grid should be selected (it starts checking in grid1). The selected tile letter should be displayed in the label at the bottom.	Fail
SE_F_042	FR8, FR9	Type one of the highlighted letters	The tile of that letter should be selected and added in the label at the bottom.	Fail

Test Ref	Requirements being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_043	FR9, FR8	Select more letters until a legal word is formed and click on Add word	The selected tile must be unselected. There should be no highlighted tiles and the word must be added to the list of correct words and the score must be increased accordingly.	Pass
SE_F_044	FR9, FR8	Type in a set of letters such that it forms an illegal word	The selected tile must be unselected. There should be no highlighted tiles. The error message: "Incorrect Word TRY AGAIN" must be displayed. The score must not increase. The word is not added to the list of correct words.	Fail
SE_F_045	FR9, FR8	Type a letter that occurs multiple times in the grid. Then type a that is adjacent to one of the occurrences.	The first occurrence of that letter on the grid should be selected. The selected tiles letter should be displayed in the label at the bottom. The tiles should be reselected and re-highlighted accordingly.	Fail
SE_F_046	FR9, FR8	Type a letter that is not among the highlighted tile.	The selected tile must be unselected. There should be no highlighted tiles. The error message: "You entered an unselected tile" should be displayed.	Fail
SE_F_047	FR5	After 3 minutes the user should not be allowed to enter any word. It must be asked for its name. Enter "name4" and click on OK.	The highScore file does not contain ten players details yet. The player must be asked for its name and afterwards the Game Over Frame must be displayed.	Pass
SE_F_048	FR3	Click on Load Game and filename1.	The user must be able to choose a saved game and file must be loaded correctly.	Pass

Test Ref	Requirements being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_049	FR8, FR9, FR5	Repeat SE_F_039, SE_F_040, SE_F_041, SE_F_042, SE_F_043, SE_F_044, SE_F_045, and SE_F_046. When the timer is over, enter "name5" and click on OK. Click on Exit Game.	The user should be able to type in words while playing a saved game. the game should close.	Pass
SE_F_050	FR1	Restart the game and click on Score Board to check if the highScore file has been updated.	There should be four player names: mYnAme, nina, name3 and name4 displayed. They should in order according to their score in descending order.	Pass
SE_F_051	FR5	Play 6 new games so that there are so that there are 10 players details in the highScore file. Start a seventh new game and let the score be zero.	The player must not be asked for its name as it score in not among the best 10. The Game Over frame must be displayed to the user. It should be able to save the game, play a new, load a saved game and exit the game.	Pass
SE_F_052	FR6	Click on Save Game	The user must be asked to enter its name and a filename.	Pass
SE_F_053		Leave both the name and the filename field empty.	It should stay on the same frame.	Pass
SE_F_054		Click on Cancel.	The Game Over frame must be displayed.	Pass
SE_F_055	FR6	Click on Save Game. Enter "name" in the name field. Leave the filename field empty and click on Ok.	It should not allow the user to proceed as filename not entered.	Pass
SE_F_056		Clear the name field and enter "filename2" in the filename field.	It should not allow the user to proceed as name not entered.	Pass
SE_F_057		Do not clear the filename field and enter "name @23" in the name field.	It should display "Special characters not allowed" above the name field.	Pass

Test Ref	Requirements being tested	Test Content	Pass Criteria	Pass or Fail
SE_F_058		Enter "name" in the name field and "filename@#" in the filename field" then click on OK	It should display "Special characters not allowed" above the filename field.	Pass
SE_F_059		Enter "name@#" in the name field and "filename@#" in the filename field" then click on OK	It should display "Special characters not allowed" above the filename field and the name field.	Pass
SE_F_060		Enter "name" in the name field and "filename2" in the filename field" then click on OK	Both the player name and filename are correct. It should take the player back to the Game Over frame. Now there should be two saved Games when the user clicks on Load Game.	Pass
SE_F_061	FR7	Click on filename1 or filename2 then check if the file load correctly and click on change view	The cube must be as if it is viewed from any of its faces.	Pass
SE_F_062	FR7	Start a new game and click on change view	The cube must be as if it is viewed from any of its faces.	Fail
SE_F_063		Click on Help	A new frame should opened, explaining the rules of the game.	Pass
SE_F_064		From SE_F_001, click on score board while the highscore.txt file is empty	The list of top 10 players should be empty	Pass
SE_F_065		Finish a game with a score of 0	The game should still be saved	Pass
SE_F_066		The player should not be able to save a game after its already saved	The save button should not appear after the player has already saved their game	Pass

2. EXPLANATION

SE_F_041: Typing in a letter that occurs several times on the board only works at times since when there are multiple instances of the same letter, the function doesn't handle it in all circumstances.

SE_F_042: Referring to the previous test, this feature also doesn't work all the time.

SE_F_044: Referring to the SE_F_041 test, this doesn't work all the time.

SE_F_045: Referring to the SE_F_041 test, this doesn't work all the time.

SE_F_046: Referring to the SE_F_041 test, this doesn't work all the time.

SE_F_062: This feature has not been implemented.

REFERENCES

[1] Test Specification Document Mai15 Release version 2.0

DOCUMENT HISTORY

<i>Version</i>	<i>CCF No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
1.0	N/A	2018/05/11	Tests	Nah37
1.1	N/A	2018/05/11	Test Results	Dkm4

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