Software Engineering Group Project

Test Report AUM Group

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| Author: | Nah37, dkm4 |
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# Tests

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| 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 |

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| 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 it 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 |

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| 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 it 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 |

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| 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 |

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| 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 |

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| 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 od 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 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 |

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| 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 |

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| 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 |

# 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

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

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