Software Engineering Group Project

Test Report AUM Group

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| --- | --- |
| Author: | Naailah Hajaree |
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# Tests

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Test Ref** | **Req being** | **Test content** | **Pass Criteria** |  |
| **tested** | **Pass or Fail** |
|  |  |  |  |
|  |  |  |  |  |
| SE-F-001 | FR1 | Check that the main | The game loads with |  |
|  |  | page appears when | all of the required |  |
|  |  | the user presses | components |  |
|  |  | “New Game” |  | Pass |
|  |  |  |  |  |
|  |  |  |  |  |
| SE-F-002 | FR2 | Check that a new | The number of time |  |
|  |  | 3x3x3 grid of letters is | a particular letter |  |
|  |  | generated when the | appears does not |  |
|  |  | user chooses a new | exceed the | Pass |
|  |  | game | population amount |  |
|  |  |  |  |  |
| SE-F-004 | FR3 | Check that the user | The current user can |  |
|  |  | can select a | select any of these |  |
|  |  | previously generated | saved games and |  |
|  |  | grid of letters | load them | Pass |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| SE-F-003 | FR2 | Check that a | A particular letter in |  |
|  |  | previously selected | the word can appear |  |
|  |  | letter cannot be | less or equal to the | Pass |
|  |  | selected again | amount of times it |  |
|  |  |  | appears in the grid |  |
|  |  |  |  |  |
| SE-F-004 | FR2 | Check that a | A particular letter in |  |
|  |  | previously selected | the word can appear | Pass |
|  |  | letter cannot be | less or equal to the |  |
|  |  | selected again | amount of times it |  |
|  |  |  | appears in the grid |  |
|  |  |  |  |  |
| SE-F-005 | FR4 | Check that the timer | The user cannot |  |
|  |  | starts correctly when | make further input |  |
|  |  | the user starts a new | when the countdown |  |
|  |  | game | is over and his/her | Pass |
|  |  |  | score is noted |  |
|  |  |  |  |  |

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| SE-F-006 | FR4 | Check that the timer | The user cannot |  |
|  |  | starts correctly when | make further input |  |
|  |  | the user starts a | when the countdown | Pass |
|  |  | loaded game | is over and his/her |  |
|  |  |  | score is noted |  |
|  |  |  |  |  |
| SE-F-007 | FR5 | Check that the user | The game is saved |  |
|  |  | can save a game | along with name and | Pass |
|  |  | after completing it | score of the user if |  |
|  |  |  | that score is among |  |
|  |  |  | the 10 best |  |
|  |  |  |  |  |
|  |  |  |  |  |
| SE-F-008 | FR5 | Check that the user | The user can start a |  |
|  |  | can start a new game | new game |  |
|  |  | after completing a |  |  |
|  |  | game |  | Pass |
|  |  |  |  |  |
| SE-F-009 | FR5 | Check that the user | The user is able to |  |
|  |  | can load a saved | load a saved game |  |
|  |  | game after | the same way as | Pass |
|  |  | completing a game | he/she would on the |  |
|  |  |  | start page |  |
|  |  |  |  |  |
| SE-F-010 | FR6 | Check that the user | The user is able to |  |
|  |  | can type the file | type the file name to |  |
|  |  | name to save a new | save a game | Pass |
|  |  | game |  |  |
|  |  |  |  |  |
| SE-F-011 | FR6 | Check that the user | The user is then |  |
|  |  | can save a new grid | allowed to enter the | Pass |
|  |  |  | file name |  |
|  |  |  |  |  |
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| **Test Ref** | **Req being** | | **Test content** | **Pass Criteria** |  |
| **tested** | | **Pass or Fail** |
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| SE-F-012 | FR6 | | Check that the game | The grid, name and |  |
|  |  | | accepts only legal | score of the user is | Pass |
|  |  | | Characters for a filename when | saved on the same |  |
|  |  | | saving a new grid | file |  |
|  |  | |  |  |  |
| SE-F-013 | FR6 | | Check that a user | The file names of the |  |
|  |  | | cannot save a game | saved games should |  |
|  |  | | with file name | not contain any | Pass |
|  |  | | containing special | special characters |  |
|  |  | | characters |  |  |
|  |  | |  |  |  |
| SE-F-014 | FR6 | | Check that a file | The game will not |  |
|  |  | | name should be | save until the user |  |
|  |  | | entered to save a | inputs legal |  |
|  |  | | game | characters | Pass |
|  |  | |  |  |  |
| SE-F-015 | FR6 | | Check that the user’s | The name and score |  |
|  |  | | name and score is | of the user is saved |  |
|  |  | | saved if he/she plays | in the same file as | Pass |
|  |  | | a loaded grid | the loaded game, in |  |
|  |  | |  | an order of highest |  |
|  |  | |  | to lowest score |  |
|  |  | |  |  |  |
| SE-F-016 | FR7 | | Check that the game | The game appears to |  |
|  |  | | displays 3 grids of 9 | the user as 3 groups |  |
|  |  | | nine letters | of 3x3 grids, | Pass |
|  |  | |  | containing 27 letters |  |
|  |  | |  |  |  |
| SE-F-017 | FR7 | | Check that the user | The user can change |  |
|  |  | | can change the view | his/her view of the |  |
|  |  | | of the cube | grids according to | Fail |
|  |  | |  | his/her position |  |
|  |  | |  |  |  |
| SE-F-018 | FR8 | | Enter a legal four- | The game accepts a |  |
|  |  | | letter word with at | word that the user |  |
|  |  | | least one letter with a | types | Pass |
|  |  | | value of more than 1. |  |  |
|  |  | | Check that it is accepted and the score is calculated correctly. |  |  |
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| **Test Ref** | **Req being** | **Test content** | **Pass Criteria** |  |
| **tested** | **Pass or Fail** |
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| SE-F-019 | FR8 | Enter a four-letter | The game does not |  |
|  |  | illegal word. Check | accept the illegal |  |
|  |  | that the word is not | word | Pass |
|  |  | accepted and an error |  |  |
|  |  | message is displayed |  |  |
|  |  |  |  |  |
| SE-F-020 | FR8 | Check that the word | All letters that are |  |
|  |  | entered by the user | not adjacent to the |  |
|  |  | consists of letters | previously selected |  |
|  |  | that are adjacent to | one are not accepted. |  |
|  |  | each other in the | An error message is displayed “You clicked on an invalid tile! TRY AGAIN” |  |
|  |  | grids |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| SE-F-021 | FR8 | Check that the game does not accept special character like <space> , .? / [ ]{}+-\* / \ | @ ! # $ % ^ & () | The game does not |  |
|  |  |  | accept special |  |
|  |  |  | character from the user. Error message: “Not a valid letter, Try Again” | Pass |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
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| SE-F-022 | FR8 | Check that the only | The letters selected |  |
|  |  | letters that are | are highlighted and |  |
|  |  | adjacent to each | the adjacent letters |  |
|  |  | other can be used to | are also highlighted | Pass |
|  |  | make a word. User | in a different color to |  |
|  |  | selects letters which | help the user know |  |
|  |  | are adjacent to each | which letters are |  |
|  |  | other | adjacent |  |
|  |  |  |  |  |
| SE-F-023 | FR8 | Check that the game | The game unselects |  |
|  |  | unselects all | the previously |  |
|  |  | previously selected | entered letters and |  |
|  |  | Tiles if the user | highlights only the | Pass |
|  |  | selects a Tile that is | last one selected |  |
|  |  | not adjacent to the |  |  |
|  |  | one he previously |  |  |
|  |  | selected |  |  |
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| **Test Ref** | **Req being** | **Test content** | **Pass Criteria** |  |
| **tested** | **Pass or Fail** |
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| SE-F-024 | FR8 | Check the word | The game check that |  |
|  |  | selected by the user | the word entered is | Pass |
|  |  | is legal | legal and then |  |
|  |  |  | calculates its score |  |
|  |  |  |  |  |
| SE-F-025 | FR8 | Check if the word | The game checks if |  |
|  |  | selected by the user | this word does not | Pass |
|  |  | is illegal | appear in the |  |
|  |  |  | dictionary |  |
|  |  |  |  |  |
| SE-F-026 | FR9 | Check that an error | The error message “Word is incorrect, Try Again” is displayed |  |
|  |  | message is displayed |  | Pass |
|  |  | if no word is entered |  |  |
|  |  | and the “Add word” |  |  |
|  |  | button is pressed |  |  |
|  |  |  |  |  |
| SE-F-027 | FR9 | Check that the word | The word made |  |
|  |  | the user | should only contain | Pass |
|  |  | enters/selects are | letters that are |  |
|  |  | adjacent to one | adjacent to one |  |
|  |  | another in the proper | another |  |
|  |  | order |  |  |
|  |  |  |  |  |
| SE-F-028 | FR9 | Check that once a | The game should |  |
|  |  | letter is selected for a | prevent the user |  |
|  |  | word, it cannot be | from | Pass |
|  |  | selected twice for | selecting/entering a |  |
|  |  | that same word | letter twice for the |  |
|  |  |  | same word |  |
|  |  |  |  |  |
| SE-F-029 | FR9 | Check that once a | The game prevents |  |
|  |  | letter is selected for a | the letter from being |  |
|  |  | word, it cannot be | selected twice |  |
|  |  | selected twice for |  | Pass |
|  |  | that same word |  |  |
|  |  |  |  |  |
| SE-F-030 | FR9 | Check that a | The game does not |  |
|  |  | particular word | allow two similar |  |
|  |  | cannot be submitted | word from being | Pass |
|  |  | twice | submitted twice. Error message: “Word already added, TRY ANOTHER ONE” |  |
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| **Test Ref** | **Req being** | **Test content** | **Pass Criteria** |  |
| **tested** | **Pass or Fail** |
|  |  |  |  |
|  |  |  |  |  |
| SE-F-031 | FR10 | Check the score for | The score of the |  |
|  |  | one word is | word is the square of | Pass |
|  |  | calculated properly | the scrabble score |  |
|  |  |  | for that word |  |
|  |  |  |  |  |
| SE-F-032 | FR11 | Check that the total | The total score is the |  |
|  |  | score is calculated | sum of the scores for |  |
|  |  | properly | each legal word the | Pass |
|  |  |  | user has submitted |  |
|  |  |  |  |  |

# Additional Tests

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| Test Req | Req being tested |  |  |  |
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# Explanation

SE-F-017 fail, we did have enough of time to implement that functionality and it had led to too much complication when we have decided to move from javaFX to swing.

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 | 12/09/08 | N/A - original version | CJP |
| 1.1 | N/A | 2010-10-12 | Updated to Office 2007; key field automation increased; paragraph styles updated | NWH |
| 1.2 | N/A | 2011-10-10 | Typos | NWH |
| 1.3 | N/A | 2015-10-16 | Update for Office 2013 | NWH |