**Test Report**

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| --- | --- |
| **Iteration:** | First |
| **Main Build Version:** | Build #IU 191.7479.19 |
| **Main Environment:** | IntelliJ IDEA Community Edition |
| **Date:** | 04.07.2019. - 07.07.2019. |
| **Testing Type:** | Unit Testing |
| **Responsible tester(s):** | David Stanković |

* *Execution Information*

The VideoIgra software was tested on the IntelliJ IDEA test platform, from the 04.07.2019. to the 07.07.2019. The tests of the test phase (*Testiranje softvera postavka zadatka*) were executed.

Testers were:

David Stanković

* *Results*

For each executed test, this document contains:

* Test identification
* Test title
* Test decision (passed, failed)
* A comment containing additional information or problems encountered during execution and differences with the test procedure.

You can find excel sheet attached alongside with this document for reading the each test results. Name of the file : test-result.xlsx

**Overall assessment of tests**

* 67% of tests passed
* The classes Magija , Odeca and Oruzje need to be implemented so the software can work
* Methods upotrebiMagiMagiju, odmoriSe, odbraniSe and napadniIgraca in the Igrac class have bugs
* Software is not recommended for acceptable use.

Quantitative results.

Statistics about tests:

• 67% of tests OK,

• 21% of tests NOK

• 12% of tests POK

Statistics about bugs and enhancements:

• Total number : 13

• Number of Critical : 2

• Number of Major : 11

• Number of Minor: 0

• Number of Enhancements: 0

* *New Bugs (bugs found in the latest build)*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Title** | **Assigned To** | **State** | **Reproducibility** | **Probability** | **Severity** |
| Bug report 01 | napadniIgracaShouldReturnZeroIfNapadacHasEnergyThatEqualsTwenty | Mladen | New | YES | High | Moderate |
| Bug report 02 | napadniIgracaShouldReturnZeroIfNapadacHasEnergyLessThenTwenty | Mladen | New | YES | High | Moderate |
| Bug report 03 | napadniIgracaShouldThrowAnIllegalArgumentExceptionIfAtLeastOneOruzjeIsNull | Mladen | New | YES | High | Critical |
| Bug report 04 | napadniIgracaShouldReturnStetaHalfStetaOruzjaIfNapadacHasEnergyThatIsGreaterThanTwentyAndStrengthLessThanNeededWhenStanjePasivno | Mladen | New | YES | High | Moderate |
| Bug report 05 | napadniIgracaShouldReturnStetaIfNapadacHasEnergyThatIsGreaterThanTwentyAndStrengthGreaterThanNeededWhenStanjePasivno | Mladen | New | YES | High | Moderate |
| Bug report 06 | odbraniSeShouldReturnStetaIfDolaznaStetaIsZeroAndEquipmentWeightsLessThanMaxWeightWhenStanjeAgresivno | Mladen | New | YES | High | Critical |
| Bug report 07 | odbraniSeShouldReturnStetaIfDolaznaStetaGreaterThanZeroAndEquipmentWeightsLessThanMaxWeightWhenStanjeDefanzivno | Mladen | New | YES | High | Moderate |
| Bug report 08 | odbraniSeShouldReturnStetaIfDolaznaStetaGreaterThanZeroAndEquipmentWeightsLessThanMaxWeightWhenStanjeAgresivno | Mladen | New | YES | High | Moderate |
| Bug report 09 | odbraniSeShouldReturnStetaIfDolaznaStetaGreaterThanZeroAndMaxWeightEqualsToEquipmentWeightWhenStanjeAgresivno | Mladen | New | YES | High | Moderate |
| Bug report 10 | upotrebiMagijuShouldReturnZeroIfInteligencijaIsGreaterThanMagijaInteligencijaAndEnergyIsLessThanMagijaEnergyWhenNapadacDoesNotHaveEnoughHealth | Mladen | New | YES | High | Moderate |
| Bug report 11 | upotrebiMagijuShouldReturnStetaIfInteligencijaIsGreaterThanMagijaInteligencijaAndEnergyIsGreaterThanMagijaEnergyWhenNapadacDoesNotHaveEnoughHealth | Mladen | New | YES | High | Moderate |
| Bug report 12 | upotrebiMagijuShouldReturnZeroIfInteligencijaIsLessThanMagijaInteligencijaWhenNapadacDoesNotHaveEnoughHealth | Mladen | New | YES | High | Moderate |
| Bug report 13 | odmoriSeShouldReturnAnAdequateValue | Mladen | New | YES | High | Moderate |

* *Conclusion*

Classes Magija, Odeca and Orzuje are not implemented.

Class Magija doesn’t have attribute naziv.

Condinitions for checking variables in those classes are not the same as in the specification.

Therefore, I recommend that the documentation should be compiled again and to correct all the bugs and add the missing items.