CSE 3310 Fundamentals of Software Engineering Testing Summary

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Our testing consists of junit tests for functions that carry out and ensure requirements as well as a WholeGameTest.java and user story tests. The testing suite covers every requirement we implemented for the project. We were able to troubleshoot and fix most of the bugs we found, so they didn’t make it into our user story tests. We didn’t include these bugs because they were fixed by the time we completed the final round of manual testing. While the project is largely functional, we discovered a few bugs during testing that we couldn’t fix within the allotted time.

There are a few bugs when users go to join a game from the lobby. For instance, users can open multiple lobbies because the join game buttons disappear for the client once they’ve queued up. The impacts of this include sending new players to empty games because the lobby was opened and was filled up by a player who has since left. This is likely the largest bug we found as it impacts the user experience the most. We have also found a few bugs regarding the pacing of the game. Users can only send messages to one another if they’re in a game. They can’t send messages if they’re in the lobby and not in a game.

While we were able to implement almost all of the user requirements we were given for the project, we were unable to implement the two requirements regarding the computer highlights. We don’t have a timer that allows the computer to help users find a word if neither user has found a word in the past 30 seconds. Due to these requirements not being integral to the functionality of the project, we opted not to focus on them. Rather, we ensured that we had the time and effort to reduce the bugs in the other bits of code for the project.