**Test Report VideoIgra**

# Test Report

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| --- | --- |
| **Iteration:** | First |
| **Main Build Version:** | Build #IU 191.7479.19 built on May 28, 2019 |
| **Main Environment:** | IntelliJ IDEA 2019.1.3 (UltimateEdition) |
| **Date:** | 06.07.2019. |
| **Testing Type:** | Unit Testing |
| **Responsible tester(s):** | Đorđe Krstović |

1. Execution Information

The VideoIgra software was tested on the IntelliJ IDEA Ultimate Edition test platform, from the 2019/07/03 to the 2019/07/06. The tests of the test phase (*Testiranje softvera postavka zadatka*) where executed.

Testers were:

Đorđe Krstović

1. 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 word file attached in root folder with for reading the each test results. Name of the file : test\_result.word

**Overall assessment of tests**

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

Give quantitative results.

Statistics about tests:

• 67% of tests OK,

• 21% of tests NOK

• 12% of tests POK

Give also statistics about bugs and enhancements:

• Total number : 13

• Number of Critical : 2

• Number of Major : 11

• Number of minor: 0

• Number of enhancements: 0

1. New Bugs (bugs found in the latest build)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Title** | **Assigned To** | **State** | **Reproducibility** | **Probability** | **Severity** |
| 01 | napadniIgraca\_ShouldReturn0\_IfNapadacEnergyIs20 |  | New | YES | High | Moderate |
| 02 | napadniIgraca\_ShouldReturn0\_IfNapadacHasEnergyLessThen20 |  | New | YES | High | Moderate |
| 03 | napadniIgraca\_ShouldThrowAnIllegalArgumentException\_IfAtLeastOneOruzjeIsNull |  | New | YES | High | Critical |
| 04 | napadniIgraca\_ShouldReturnStetaHalfStetaOruzja\_IfNapadacEnergyIsGreaterThan20AndStrengthLessThanNeeded\_WhenStanjePasivno |  | New | YES | High | Moderate |
| 05 | napadniIgraca\_ShouldReturnSteta\_IfNapadacEnergyIsGreaterThan20AndStrengthGreaterThanNeeded\_WhenStanjePasivno |  | New | YES | High | Moderate |
| 06 | odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaIs0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno |  | New | YES | High | Critical |
| 07 | odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeDefanzivno |  | New | YES | High | Moderate |
| 08 | odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno |  | New | YES | High | Moderate |
| 09 | odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaGreaterThan0AndMaxWeightEqualToEquipmentWeight\_WhenStanjeAgresivno |  | New | YES | High | Moderate |
| 10 | upotrebiMagiju\_ShouldReturn0\_IfInteligencijaGreaterThanMagijaInteligencijaAndEnergyLessThanMagijaEnergy\_WhenNapadacDoesNotHaveEnoughHealth |  | New | YES | High | Moderate |
| 11 | upotrebiMagiju\_ShouldReturnSteta\_IfInteligencijaGreaterThanMagijaInteligencijaAndEnergyGreaterThanMagijaEnergy\_WhenNapadacDoesNotHaveEnoughHealth |  | New | YES | High | Moderate |
| 12 | upotrebiMagiju\_ShouldReturn0\_IfInteligencijaLessThanMagijaInteligencija\_WhenNapadacDoesNotHaveEnoughHealth |  | New | YES | High | Moderate |
| 13 | odmoriSe\_ShouldReturnAdequateValue |  | New | YES | High | Moderate |

1. Conclusion

After testing and as QA tester i cant allow this software in production. Its not yet ready for users to use this software, because its still in beta version. First developers need to fix bugs, and then i can allow this software for use. First of all developers need to implement classes Odeca, Magija and Oruzje. Magija class need to implement attribute naziv, and it's necessary to fix bugs with conditions for checking variables. VideoIra need to implement solutions to handle with null values.