

Testing/Maintenance Document

Team Electra

Introduction

This is a document detailing our testing and implementation phase.

Because we encountered some issues completing the implementation phase, we had a lot of work to finish in our maintenance. There were still some features that had not been implemented, and there were many bugs to squash. This means we spent most of our time fixing our game rather than testing the other teams game.

Testing Approach

We didn't spend much time testing the other teams software, as it seemed like it was put together rather well. Tests consisted of play-throughs. We tried to access as much of the playable game as possible, and using our newly gained text-based adventure game development intuition, we tried all the systems that seemed to be the most fragile. Things like the loading and saving system were our first target. We found a segfault issue in the loading system that was reported on the repository. Then we tried input systems (Testing input formatting and improper commands), followed by

combat systems. Other than the loading issue we were unable to find other serious issues in the game.

Improvements

Interaction with NPC's - You are now able to interact with NPC's. This means that the combat system now works and kills the player if they lose the fight

Loading/Saving - The game now properly saves and loads the npcs and room states. Before, the npcs would disappear on re-load. This would cause issues with room states.

Victory Condition - Its now actually possible to win the game after defeating the final boss.

Temperature/Health fixed - Temperature and health now properly check for death conditions. The player dies and the game exits if the temperature or health gets too low.

Room unloading - Rooms get properly unloaded on game exit to fix memory leaks.

User manual - Now has a description of the game

Tests - Increase code coverage to a reasonable amount. Game controller couldn't be tested without modifications to the game loop because of how its run.