The haunted building game was developed using Visual C# with a graphical user interface. No off the shelf game engine was used. We wanted to test most of the main functionalities that were provided in the final report. Specifically, we tested whether certain features where available or if they behaved as specified. The code was tested by running test suites on several functions in an attempt to determine how stable the program was. We didn’t want the game to crash because the user decided to enter invalid input.

The test suites detected several inputs that caused the program to crash or raise exceptions. We determined by single stepping in the debugger what was causing the exception and then fixed the problem. Our code works very well when used correctly but we discovered several situations that could cause errors, so documenting the exact result was important in this report. We used the method of white and black box testing for our test suites.

When running acceptance tests, we played the game from the perspective of the user and with a checklist of the functional and interface requirements, we reported what was satisfies and what was not. Most requirements were not achieved. However, the main requirements that made the game playable were accomplished. We were also able to provide a nice user interface for the game. Acceptance tests were done with the black box method.