

White Box Testing Table

What	Why/Notes	Status
<p>Initialisation tests:</p> <ul style="list-style-type: none"> -player initialises with all correct statistics -colleges initialise with the correct count, positions and metrics -all npcs initialise accordingly -world initialises and is not null 	<p>It would be hard or impossible to play-test this. Something black box testing may miss/not notice</p>	All completed and passed
<p>Objective tests:</p> <ul style="list-style-type: none"> -completing an objective moves you to the next -each objective has the expected level and xp -an objective cannot be accessed in error 	<p>Complex code: As this is code written by the previous team, testing this by asserting what we would think and expect to get as an output allowed us to validate assumptions and better understand the code base</p> <p>Not tested passing from every single objective to the next - partitioned and assumed that if the mechanism works for the first 4 level it will work for the final 4</p>	All completed and passed
<p>Bullet testing:</p> <ul style="list-style-type: none"> -bullets deal damage when they hit -bullets are created at the appropriate time 	Complex code	Not finished implementing
<p>Collision testing:</p> <ul style="list-style-type: none"> -NPC collisions -College collisions -Allied college collisions 	Complex code	All completed and passed
<p>College Testing:</p> <ul style="list-style-type: none"> -colleges load with the appropriate stats -college takes damage -allied college does not take damage -college can be destroyed and captured 	Tests a wide part of complicated code with many branches	All completed and passed

XML Loader -everything loads appropriately	While this is a loader, it also is a very important behind the scene operation that can lead to many unexpected errors if not functioning correctly	Tested throughout in other tests
Obstacles: -accessory methods of the class work -each obstacle loads and behaves correctly	One of the few bits of new implementation uploaded early enough to be tested. New code built into complex old code.	BUG IDENTIFIED AND FIXED All completed and passed