Testing Team Endor

By Team Darth

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Introduction

This document provides the different testing approaches that our group used for Team Endor's game. Included is also a summary of testing results. This document also contains our response to the bugs found in our game.

Testing Approach

Spacetale was tested by first playing the game the way it was meant to be played, checking that the expected behaviour was seen according to the documentation provided by the team. Afterwards, we test the save/load function by saving the game in the middle of a battle. Afterwards, we tried to end the game by purposely inputting wrong answers for the puzzles.

Summary of Results: There were 4 bugs for the game. Save/load works mid-game. After running the game again, the game saves and we can then continue game progress. Players can die and the game will restart. The game cannot be completed after fighting the second NPC, accordinging to the design diagrams there are supposed to be 3 more monsters to fight which can't be tested.

Maintenance

Improvements

The improvements we made were based on solving the issues that were submitted on the Issues tab. Due to time constraints, some issues were not fixed and were left open.

Number of Bug Reports/feature requests closed

We closed a total of 13 issues. 5 of these bugs were marked as "wontfix", 2 bugs were fixed, and 6 of them were improvements.

Design Changes Made

No major design changes were made.

Quality Improvements to the Source

- Text (for in-game codes) is now displayed for a longer period of time.
- In the "search room" dialogue, you can now see what each puzzle is (instead of just saying "attempt puzzle", it now says things like "attempt keypad" or "guess password".
- You can now quit the game after it has been started without having to force-stop (ctrl+c).
- Puzzles can now be exited with no penalty to the user.
- Keys now state where they can be used.
- Codes are no longer hard-coded, and each code is now randomly generated. This includes the Hexadecimal code, and it's Hex version is converted accordingly.
- "Type anything to continue" dialogue changed so you have to, quite literally, type "anything" to continue. This was a change made which is explained in response to the issue.
- Quests now set their completion status properly after being completed.