1. What you can test with Selenium?

First, my answer is base on the selenium webdriver(since we were using it for the assignment).

It is a unit and integration level testing. It could do some simple unit and integration testing with not too much testing. Like the interface of a web page, basic function and logic of the web app or check the result of a web app.

1. What you can test with Selenium and Junit?

They are still a unit and integration level testing. And they could do the same thing as Selenium alone. However, if the amount of testing is huge, then you should use Selenium + Junit. Since Junit is great for large amount of testing.

They could test like, check the result of a calculator web app.

1. What you cannot test with Selenium by itself?

On unit and integration level testing. If you have a large amount of testing like testing if the app still works with every possible input, then you could not use Selenium alone, because it is too hard to check the result by human.

It could also not test the System and acceptance level testing. Like the performance of a searching engine, the security of a website that need to login.

1. What you cannot test with Selenium combined with Junit?

Just like Question 3 it could not test system and acceptance level testing.

But it could handle large amount of test for unit and integration level testing.

1. how you’d go about using Selenium and other testing tools to test your game’s interface AND your game’s logic in a systematic way

First, all my tests are done by Selenium+Juint or Juint alone.

I deiced to use three web page in total. One for enter the number of player, second one is for the exchange cards, the last page is for displaying the result.

1. (interface)

For the interface, i use Selenium+Junit to test. Selenium is like simulating human input for the web app. I use it to test to enter some kinds of text that user may input for the player number, and check the if the user could use checkbox to redraw the card they don’t want and so on.

1. (game logic)

For most of this part it is done by Junit. Like the AI strategies, comparing the result (most of it was done in A1 and A2, A3 just reusing them) For the A3, most of them are testing if the combine of game logic from A1 and A2 and the web app is working fine, like if i redraw some card, do i get correct winner, or if AI using the strategies correctly.