

Testing Door Quest and Maintaining Darkwing

Navi

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REVISION HISTORY

Revision Date	Changes Made	Name
Nov. 28, 2019	reverting changes made to save to return the feature to a working state	Gavin Booth
Nov 30, 2019	Levers now tell you which direction they're flipped when they're flipped	Gavin Booth
Nov 30, 2019	Lever that controls drawbridge can't be "unflipped" once flipped	Gavin Booth
Nov 30, 2019	Corrected grammar and formatting on text output	Gavin Booth
Nov 30, 2019	Added the ability to check your inventory while in combat	Gavin Booth
Nov 30, 2019	Added a riddle on the stone lever, gold lever, & wooden lever descriptions, giving the user more instruction on how to complete the puzzle	Gavin Booth
Nov 30, 2019	Added a link to a YouTube video explaining the "inside joke" of the Cram Sword.	Gavin Booth
Nov 30, 2019	fixed doxy tag errors and grammar	Ben Hunt
Nov 28, 2019	made it so you can't die from attacking objects to many times	Wes Waldern
Nov 30, 2019	made it so you can see your health and current equipped weapon in the inventory	Wes Waldern
Nov 30, 2019	made it so it shows your hp once you attack something other than enemies	Wes Waldern
Nov 30, 2019	made it so it tells you what object you attacked damaged you.	Wes Waldern
Nov 30, 2019	made it so you can't equip non weaponry	Wes Waldern

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INTRODUCTION

The following document is a report on the testing and maintenance of the term project group Navi for CPSC 2720 in the Fall 2019 term.

TESTING APPROACH

We systematically tested the assigned group's code. We tried to play the game, and once we tried to start a new game it didn't load. However, there were other options on their main menu which we tested. All of which didn't complete their specified tasks successfully. The one outlier was the save function which did work but it would keep us in the program until we stopped it, and it used up a lot of memory. We didn't pursue any further testing as the only remaining option would be to point out issues in their source code. This type of white box testing should be completed by the group that created said project.

IMPROVEMENTS

During our maintenance, we made several improvements to our game. While no design changes were made we did receive one bug report from the group testing our project. The "bug" was in our save class and it prevented the game from saving properly. The "bug" was not a bug at all but rather a git error on the part of one of our members. Save was functioning properly and was later overwritten to old code that did not function. We were then able to easily retrieve old code and return the feature to a functioning state and close the issue. We have not received any other bug reports or feature requests from the group testing our project. Since we received no other issues from the group testing our project we proceeded to correct a variety of issues we knew existed in our project. Some of these improvements were added functionality and some were simple grammar corrections in our documentation. An example of added functionality would be the ability for the player to check their health points outside of instances they lose health points. We feel satisfied with the state of our project at this point and have not pursued any further improvements.