**Sinister Transistor**

**Test Results**

**COP 4331, Spring 2016**

Team Name: The Mega Bytes

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Modification history:

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| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| v0.0 | 05/13/13 | Greg Kelso | Initial commit |
| v1.0 | <date here> | <who> | <put comment to summarize the changes made in this version> |
| ... |  |  |  |

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**Description of Test Environment**

The testing involved loading the video game and ensuring complete functionality. The video game was tested in both OS X 10.11.3 and Windows 10. Standalone applications were built for both operating systems (a .app file for OS X and a .exe file for Windows).

The first aspect of the test environment that did not get implemented was creating a video of the video game as a backup, in case an actual demonstration during the presentation did not work properly. Our team was lucky that the presentation worked perfectly and the absence of a backup video was not necessary.

**Results of Individual Test Cases**

**Test Case 1:** Test collisions between objects

Who: The entire group

When: 21 April 2016

What Environment: OS X, Windows 10

Result: Pass

Why: Obstacles kept the player from moving, projectiles would correctly deduct health, powerups would become activated upon collision

**Test Case 2:** Test menu and GUI functionality

Who: The entire group

When: 21 April 2016

What Environment: OS X, Windows 10

Result: Pass

Why: Main menu correctly transitioned between all scenes, all levels in the main game were able to pause, the pause menu correctly transitioned between all scenes, the death mechanics featured a working menu, the win condition featured a working window, and the player’s health is displayed at all times during the main game.

**Test Case 3:** Test health, damage, and item functionality

Who: The entire group

When: 21 April 2016

What Environment: OS X, Windows 10

Result: Pass

Why: The player’s health was displayed correctly, damage to and from enemies worked as intended, and the powerup worked as intended.

**Conclusion**

The game was fully functional upon completion. Due to the agile and iterative nature of the team’s development, even though issues arose frequently, they were corrected on the spot. Some issues would further persist through testing, but by the time all of the requirements were met, there were no errors. No further testing is required, and if the game were to be continued from this point, the development style would not change. Constant testing proved to be very successful for a 3-person team working on a small video game such as this one.