

## Exploratory testing

### Adam's exploratory testing

Element	Coverage	Covered Instru...	Missed Ynstruct...	Total Instructions
▼ Kroy/core/src	90.2 %	13,238	1,431	14,669
> com.mozarellabytes.kroy.Entities	86.3 %	3,688	586	4,274
> com.mozarellabytes.kroy.Screens	94.0 %	5,642	358	6,000
> com.mozarellabytes.kroy.Utilities	91.1 %	2,756	269	3,025
> Save	66.0 %	260	134	394
> com.mozarellabytes.kroy	79.6 %	242	62	304
> com.mozarellabytes.kroy.Minigam	97.2 %	650	19	669
> com.mozarellabytes.kroy.Shaders	0.0 %	0	3	3

During Adam's exploratory testing the shaders package was highlighted as not running and only containing 3 lines, once looked at the file only contained 2 imports and an empty declaration, all other code had been commented out. This meant that the shaders package was obsolete so was deleted.

### Cameron's exploratory testing

▼ Kroy/core/src	88.1 %	13,392	1,814	15,206
> com.mozarellabytes.kroy.Screens	86.0 %	5,125	832	5,957
> com.mozarellabytes.kroy.Entities	89.1 %	3,847	473	4,320
> com.mozarellabytes.kroy.Utilities	89.3 %	2,695	324	3,019
> Save	84.6 %	496	90	586
> com.mozarellabytes.kroy	85.5 %	260	44	304
> powerUps	88.9 %	312	39	351
> com.mozarellabytes.kroy.Minigam	98.2 %	657	12	669

During Cameron's exploratory testing it was again highlighted the low level of save code coverage, however when this was looked into it was due to there being lines of save code that were saving conditions not met in the saved games, things like saving destroyed entities in games when the saves were made with only 1 fortress being destroyed, or saving if the fire station was destroyed which it wasn't in our saves meaning that all the code in save that we checked was actually necessary just not used yet, however it would be made sure to be checked in future tests.

### Tanay's exploratory testing

▼ Kroy/core/src	94.1 %	14,303	903	15,206
> com.mozarellabytes.kroy.Entities	92.7 %	4,003	317	4,320
> com.mozarellabytes.kroy.Utilities	92.6 %	2,795	224	3,019
> com.mozarellabytes.kroy.Screens	96.3 %	5,734	223	5,957
> com.mozarellabytes.kroy	85.5 %	260	44	304
> Save	92.5 %	542	44	586
> powerUps	88.9 %	312	39	351
> com.mozarellabytes.kroy.Minigam	98.2 %	657	12	669

Tanay highlighted an error with pausing and saving while trucks are moving, this is an error with how the tile map and movement have been implemented by previous teams and causes trucks that are moving to be able to teleport around the map or possibly become immovable, this error has been found too late in our system as it is a large problem that would require movement to be completely restructured and redesigned

which with our limited time frame we couldn't do, it is an issue that is due to how the previous teams implemented movement.

### Kheng's exploratory testing

Element	Coverage	Covered Instru...	Missed Ynstruct...	Total Instructions
▼ Kroy/core/src	86.6 %	13,167	2,039	15,206
> com.mozarellabytes.kroy.Entities	82.6 %	3,567	753	4,320
> com.mozarellabytes.kroy.Utilities	78.5 %	2,370	649	3,019
> com.mozarellabytes.kroy.Screens	93.8 %	5,587	370	5,957
> Save	81.6 %	478	108	586
> powerUps	75.8 %	266	85	351
> com.mozarellabytes.kroy	79.6 %	242	62	304
> com.mozarellabytes.kroy.Minigam	98.2 %	657	12	669

No errors were highlighted in Kheng's testing.

### James' exploratory testing

Element	Coverage	Covered Instru...	Missed Ynstruct...	Total Instructions
▼ Kroy/core/src	88.0 %	13,383	1,823	15,206
> com.mozarellabytes.kroy.Entities	83.9 %	3,624	696	4,320
> com.mozarellabytes.kroy.Utilities	78.8 %	2,378	641	3,019
> com.mozarellabytes.kroy.Screens	94.6 %	5,634	323	5,957
> Save	91.0 %	533	53	586
> powerUps	85.8 %	301	50	351
> com.mozarellabytes.kroy	84.2 %	256	48	304
> com.mozarellabytes.kroy.Minigam	98.2 %	657	12	669















No errors were highlighted in James' testing.

### Ryan's exploratory testing

Element	Coverage	Covered Instru...	Missed Ynstruct...	Total Instructions
▼ Kroy/core/src	90.3 %	13,723	1,477	15,200
> com.mozarellabytes.kroy.Utilities	79.1 %	2,387	629	3,016
> com.mozarellabytes.kroy.Entities	89.9 %	3,883	437	4,320
> com.mozarellabytes.kroy.Screens	95.1 %	5,665	292	5,957
> powerUps	85.8 %	301	50	351
> Save	91.4 %	533	50	583
> com.mozarellabytes.kroy.Minigam	98.2 %	657	12	669
> com.mozarellabytes.kroy	97.7 %	297	7	304

Ryan's testing highlighted 2 more empty classes ShortestPathFinder and EntityData and these files have been deleted

## Georgina's exploratory testing

Element	Coverage	Covered Instru...	Missed Instruct...	Total Instructions
▼  Kroy/core/src	 94.5 %	14,367	833	15,200
>  com.mozarellabytes.kroy.Entities	 93.1 %	4,020	300	4,320
>  com.mozarellabytes.kroy.Screens	 96.4 %	5,740	217	5,957
>  com.mozarellabytes.kroy.Utilities	 92.8 %	2,799	217	3,016
>  Save	 93.0 %	542	41	583
>  powerUps	88.9 %	312	39	351
>  com.mozarellabytes.kroy.Minigam	 98.2 %	657	12	669
>  com.mozarellabytes.kroy	97.7 %	297	7	304

Georgina's testing highlighted no more issues.