

System and Unit Test Report: Speed Hacker

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I tested the online leaderboards for our game. This was done through HTTP requests to a program called Dreamlo. By using HTTP requests we can upload new high scores, display them, and delete them. I tested this functionality by beating my local high score over and over to make sure it updated on the high score screen, as well as testing this on multiple computers to make sure it was a global leaderboard. I also made sure that you had to beat your own score to be up on the leaderboard, as this is the functionality we wanted it to have. This is a game about self-improvement, not competition.

User Stories:

- A. User Story 3 from Sprint 3: As a user, I want to be able to post my scores online so I can compare my scores to other players.

Scenario:

1. Launch Speed_Hacker.exe;
2. Click on the Play button;
3. Select the level (algorithm) that you want to type;
4. Input your name to show up on the game and for your high score;
5. Press the Start button;
6. Finish typing the sequence of code to the end;

7. See your stats, this will show your local high score;
8. To see your global high score on the leaderboard, click on Main Menu from the end game screen;
9. Then, in the main menu, click on High Score;
10. If you beat your local high score previously, the new high score will be shown here with your name, along with your all time statistics;
11. If you did not beat your high score, here you can see what scores you need to beat!;