

SE 3XA3: Test Report

Title of Project

Team #, Team Name
Student 1 name and macid
Student 2 name and macid
Student 3 name and macid

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1 Functional Requirements Evaluation

1.1 Input Testing

1.2 Collision Testing

2 Nonfunctional Requirements Evaluation

2.1 Usability

2.2 Performance

2.3 etc.

3 Comparison to Existing Implementation

This section will not be appropriate for every project.

4 Unit Testing

5 Changes Due to Testing

6 Automated Testing

7 Trace to Requirements

8 Trace to Modules

9 Code Coverage Metrics

<i>Test Case</i>	<i>Initial State</i>	<i>Input</i>	<i>Expected Result</i>	<i>Result</i>
Run Right	Idle	RIGHT_ARROW_KEY/D_KEY	Player moves right	Player moves right
	Moving Left	RIGHT_ARROW_KEY/D_KEY	Player moves right	Player moves right
Run Left	Idle	LEFT_ARROW_KEY/A_KEY	Player moves left	Player moves left
	Moving Right	LEFT_ARROW_KEY/A_KEY	Player moves left	Player moves left
Stop	Moving Right	No input	Player stops	Player stops
	Moving Left	No input	Player stops	Player stops
Jump	Idle	SPACE_BAR	Player jumps	Player jumps
	Moving	SPACE_BAR	Player jumps	Player jumps
	Airborne	SPACE_BAR	Nothing	Nothing
Fire Blue Portal	Any In-Game State	LEFT_CLICK	Blue Portal	Blue Portal
Fire Orange Portal	Any In-Game State	RIGHT_CLICK	Orange Portal	Orange Portal
Pause	Any In-Game State	P_KEY	Game is Paused	Game is Paused
Quit	Paused	LEFT_CLICK on QUIT	Main Menu shown	Main Menu shown
Play	Main Menu	LEFT_CLICK on START	Game Begins	Game Begins
Help	Main Menu	LEFT_CLICK on HELP	Help Menu shown	Help Menu shown

<i>Test Case Collision Object</i>	<i>Initial State</i>	<i>Condition</i>	<i>Expected Result</i>	<i>Result</i>
Wall	Player is moving	Player hits wall	Wall prevents movement	Wall prevents movement
Platform	Player is idle/falling	Player hits Platform	Wall prevents movement	Wall prevents movement
Castle	Player is Moving	Player runs into Castle	Level is won	Level is won
Score Box	Player is airborne	Player hits score Box	Score increases by 10	Score increases by 10
Blue Portal	Player is moving	Player hits portal	Character teleports to orange portal	Character teleports to orange portal
Orange Portal	Player is moving	Player hits portal	Character teleports to blue portal	Character teleports to blue portal
Goomba	Player is falling	Foot first Contact	Goomba dies	Goomba dies
	Player is idle/moving	Front first contact	Game restarts	Game restarts