SE 3XA3: Test Report
Mari0

Team 9, Ninetendo
David Hobson - hobsondd
Jose Miguel Ballesteros - ballesjm
Jeff Pineda - pinedaj

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Contents

List of Tables

List of Figures

1 Functional Requirements Evaluation

1.1 Input Testing

1.2 Collision Testing

2 Nonfunctional Requirements Evaluation

Description: The following tests were executed by each member of our development team and a couple colleagues from our faculty. Engineering students were better suited for testing the current state of our project since it is an early development view of the open source game that is being recreated. Each participant was asked to give their honest feedback and suggestions.

2.1 Look and Feel Requirements

1. Game Environment

   Results: All testers were able to explore all the game environments without issues.

2. Game Hude/Interface

   Results: All testers stated that the location of the counter was not not obstructive in their opinion.

2.2 Usability and Humanity Requirements

1. Ease of Learning

   Results: All testers stated the game was easy to play and the controls were easy to learn.

2. Entertainment

   Results: All testers stated that the game can be more enjoyable if it were stretched out to a longer period of time and had more gameplay, but is currently too short to provide a good amount of entertainment.

2.3 Performance Requirements

1. Controls/Commands

   Results: All testers noticed no delays or malfunction from the controls.

2.4 Operational and Environment Requirements

1. Operating System Support

   Results: Each tester was able to run the game on their own operating system. These include Windows and OSX 10.

2.5 Security Requirements

1. Altering Information

   Results: No tester indicated any type of alterations done to their current process or files.

2.6 Cultural Requirements

1. Spelling and Grammar

   Results: All testers indicated that the game had no spelling or grammar mistakes.

2. Offensive Content

   Results: The testers indicated that they found no source of offensive content that would be directed at them or people from another culture.

2.7 Legal Requirements

1. License Adherence

Results: The testers stated that they believe that the game is not breaching its current license.

2.8 Health and Safety Requirements

1. Epileptic Prevention

   Results: The testers indicated that they believe that the game would not trigger any epileptic seizures, although it is worth noting that non of the testers has ever had a history of epileptic seizures.

3 Comparison to Existing Implementation

This section will not be appropriate for every project.

4 Unit Testing

5 Changes Due to Testing

After the testing was complete no urgent fixes that interfered with the requirements were needed to be made.

6 Automated Testing

No automated testing methods were used for the testing of this product.

7 Trace to Requirements

8 Trace to Modules

9 Code Coverage Metrics

No accurate code coverage metrics were achieved with our current test suit since it was all a result of manual and survey testing from other people.

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

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