Testing Outbreak and Maintaining DungeonGame

Fafnir

Karamullah Agha

Mark Wagner

Nov 30 2019

Table of Contents

Major Revisions

Commit	Changes Made
0cd1b66d	Fixed crash when running on Android via Termux. Added make mobile option to makefile.
85941c5d	Added 3 more riddles along with 4 new npc's and their chats.
c4c5101b	Improved item use and dropping logic. Should address issues #7, #5, and #4.
80b87b37	Check for NPCs in room when 't' is pressed. Fixes issue #6.
f414b8ce	Move nested Switch statements to their own methods, and print out reason you die. (Fixes issue #8)
fac1ed24	Check NPC count before examining or choosing to talk to an NPS. Fixes issue #11.
2aef9461	Wrong answer to riddle fixed. Fixes issue #12

Introduction

The DungeonGame was improved a fair amount during this phase. Because of time constraints, and other projects and assignments due, we decided not to fix every single issue that was reported. We did try to prioritize the issues that would be most likely encountered during normal gameplay, as well as some that seemed to be easiest. A few issues ([#7](#), [#5](#), and [#4](#) in particular) were actually caused by the same logic issues and were all handled at the same time.

Testing Approach for Outbreak

To test Outbreak we simply played the game. We also inspected the code for any obvious errors. After playing for a little while, we tried incorrect inputs to test out the game's input validation.

Testing another game was slightly difficult. Because we did not know exactly what the end of the game was supposed to be, we weren't able to tell if we'd fully played the game through. And text adventures in general are hard to play if they don't have a good help system. (Something we omitted from our own game, so we can't complain too much about that.)

Improvements for DungeonGame

Mark Wagner:

The improvement that I am most proud of is getting our game to compile and run on Android via Termux. To achieve this I had to add a few options to the Makefile to use a different compiler and linker flags. Testing on a small phone screen allowed me to really test the limits of the self-resizing UI system that I had made in the previous phase.

```
⌨ ▯                          📳 ▼▲ 59 4:25
You are at the dungeon's entrance. The exit has been c|   [*][ ][ ][ ][ ]
losed behind you. There is one NPC in the room.        |   [ ][ ][ ][ ][ ]
                                                       |   [ ][ ][ ][ ][ ]
-------------------------------------------------------|   [ ][ ][ ][ ][ ]
You see the following item within the room:            |   [ ][ ][ ][ ][ ]
Gold necklace                                          |
                                                       |Stats:
                                                       |Hunger: 30
Commands:                                              |HP: 99
Enter U, D, L, or R to move north, south, west, or eas|Inventory:
P to pick up items in the room, if there are any.      |1: Red Potion
T to view NPCs.                                         |2: Suspicious Potion
I to open your inventory.                               |3: Burger
X to open the game menu.                                |4: Spider
                                                       |5: Shark Fin Pizza
                                                       |6: Rotten Apple
                                                       |7: Duck
                                                       |
                                                       |
                                                       |
                                                       |
                                                       |
                                                       |
                                                       |
You move east.                                          |
You move east.                                          |
You loot the room.                                      |
You move east.                                          |
You move west.                                          |
You move west.                                          |
You move west.                                          |
The NPCS in this room.                                  |
Enter Option: █
```

Other than that, all of the improvements I made were small bug fixes that got reported by the team that was testing our Game.

Karamullah Agha

The biggest improvement I made to the game was adding 4 additional NPC's to the game and 3 new riddles. I also redid the NPC locations and added some new items, this slightly changed how the game worked, and what rooms you had to explore to beat the game. Fixed some minor issues with the chat system as well. I also fixed some bugs that were reported by the testing team.