

# Testing and Maintenance Report

## Team Retrospective

*The team will write a single paragraph describing how well the team worked together to accomplish this phase by answering the following questions:*

- *What did the team do well during this phase?*  
**I think we addressed the reported bugs well. We were able to fix the majority of the bugs that were reported. Some additional features were also added to the game.**
  
- *What did the team not do well in the phase?*  
**We are not sure if we've fully tested the project that we were assigned to test, since it was difficult to tell how far through the game we were while playing.**

## Team Member Contributions

*Each team member will write a single paragraph outlining their contributions to this phase of the project.*

- *A missing paragraph will indicate that the team member did not participate in this phase, and their grade will be adjusted appropriately.*
  
- *If a team member participated substantially less than others in the phase, explain why, and how this situation will be addressed in the next phase (e.g. the team decided that the member's skills will be better used in a future phase and they will be doing the bulk of their work in that phase).*

## **Mark Wagner**

During this phase I focused primarily on improving our own game, and managed to get it running on my phone. That allowed me to improve the UI system that I created last phase, as running on a smaller screen revealed problems that I hadn't thought of before. I also fixed several bugs that were reported to us.

I gave some code improvement suggestions to Betelgeuse as I found some logic errors in their code as I tested their 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.

For testing the game of Betelgeuse, I mostly reported a user input validation bug and a bug with their healing system.