**Reversi Insane AI – Testing Reports (First Round of Changes)**

Before testing began, I made sure to give all the testers a quick and very basic tutorial on Reversi tactics/strategies, stressing the importance of edge and corner pieces. I also told them to think for a few seconds about their moves just to make sure that their losses were a result of a good AI, and not them not trying (of course, they probably disregarded me, which only makes it worse that they still won so many times against the AI) - all the testers played exactly 5 games.

The testers were also asked to test and comment on the functionality of our program (did it flip the right pieces, did it skip the wrong turns, did the buttons work like they were supposed to, etc.) for the first round of changes – but not the second round, since the only changes between the first round and second round were purely AI and image-related. Testers were also asked to describe, if they won, how they won as best as they could recall, and suggest any improvements.

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Sofia Sugumar |
| 3 |  | Your game’s features are all working fine:   * new game * 1P/2P selection * difficulty selection * animations * help * notification windows * flipping * skipping turns * snything I missed   I lost to the AI the first two times ONLY because I didn’t think the corners were that important.  The next 3 times, all I had to do was avoid the area around the corners until the game was almost over, then take them and flip the entire board. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Maxim Kouxenko |
| 2 |  | Features are all perfect.  Won the first time by random moves.  Won the second time by waiting till the end of the game for AI to move closer to corners. I flipped over anything close to the corners, took the corners, and won the game by flipping all the corners together.  The AI kept letting me fill the edges up, and I could flip across the board sideways from the edges in the beginning. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name:Tanzil Hassan Sadid |
| 1 |  | No problems with your buttons, flipping, skipping, or anything.  I lost the first four times because I kept making stupid mistakes that let the AI take corners.  The last time I won, but I thought I was going to lose, the computer player had a huge lead in the beginning, but in the end, I was able to take all the corners and flip the entire board, and won.  An undo feature would be great too. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name:Karissa Tam |
| 1 |  | Features are all working the way they should be.  Made a lot of dumb moves and lost those games, but last game I tried a bit and won.  Also, near the end, there was a move that I swear the AI could’ve made to win, it didn’t take it, it took the corner and I won, but only just.  I think the game is good where it is, some music would be nice, or a save-game feature. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Harry Leung |
| 1 |  | Nothing wrong with the features.  Lost a lot in the beginning but won in the end after making a bunch of random moves instead of trying to actually think. |

**Reversi Insane AI – Testing Reports (Second Round of Changes)**

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Sofia Sugumar |
| 0 |  | There was a 30 point or higher gap in almost every game. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Maxim Kouxenko |
| 0 |  | Unbeatable. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Tanzil Hassan Sadid |
| 0 |  | The AI literally forced me into being unable to make any moves every game – combos over and over. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Karissa Tam |
| 0 |  | I was close to winning this one game, but then I ran out of moves, and the AI made 3 moves in a row and completely turned things around. |

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| Games  Won | Screenshot of Winning Board(s) | Comments  Tester Name: Harry Leung |
| 0 |  | I can’t win. |