QS

Tobias Schulz, Maximilian Reuter, Pascal Knodel,
Gerd Augsburg, Christina Erler, Daniel Warzel

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Knot3

Zuverlässigkeit

Komponenten-Testabdeckung: **> 80 %**

```
[Test]
0 Verweise
public void Knot_Selection_Test ()
{
    Knot knot = DefaultKnot;
    Edge[] edges = knot.ToArray ();

    knot.AddRangeToSelection (edges [2]);
    Assert.AreEqual (1, knot.SelectedEdges.Count ());
    knot.ClearSelection ();
    Assert.AreEqual (0, knot.SelectedEdges.Count ());
    knot.AddToSelection (edges [0]);
    knot.RemoveFromSelection (edges [0]);
    knot.AddToSelection (edges [0]);
    Assert.AreEqual (1, knot.SelectedEdges.Count ());
    knot.AddRangeToSelection (edges [2]);
    Assert.AreEqual (3, knot.SelectedEdges.Count ());
    knot.RemoveFromSelection (edges [1]);
    Assert.AreEqual (2, knot.SelectedEdges.Count ());
    knot.ClearSelection ();
    Assert.AreEqual (0, knot.SelectedEdges.Count ());
    knot.AddToSelection (edges [0]);
    knot.AddRangeToSelection (edges [5]);
    Assert.AreEqual (2, knot.SelectedEdges.Count ());
}
```

Knot³

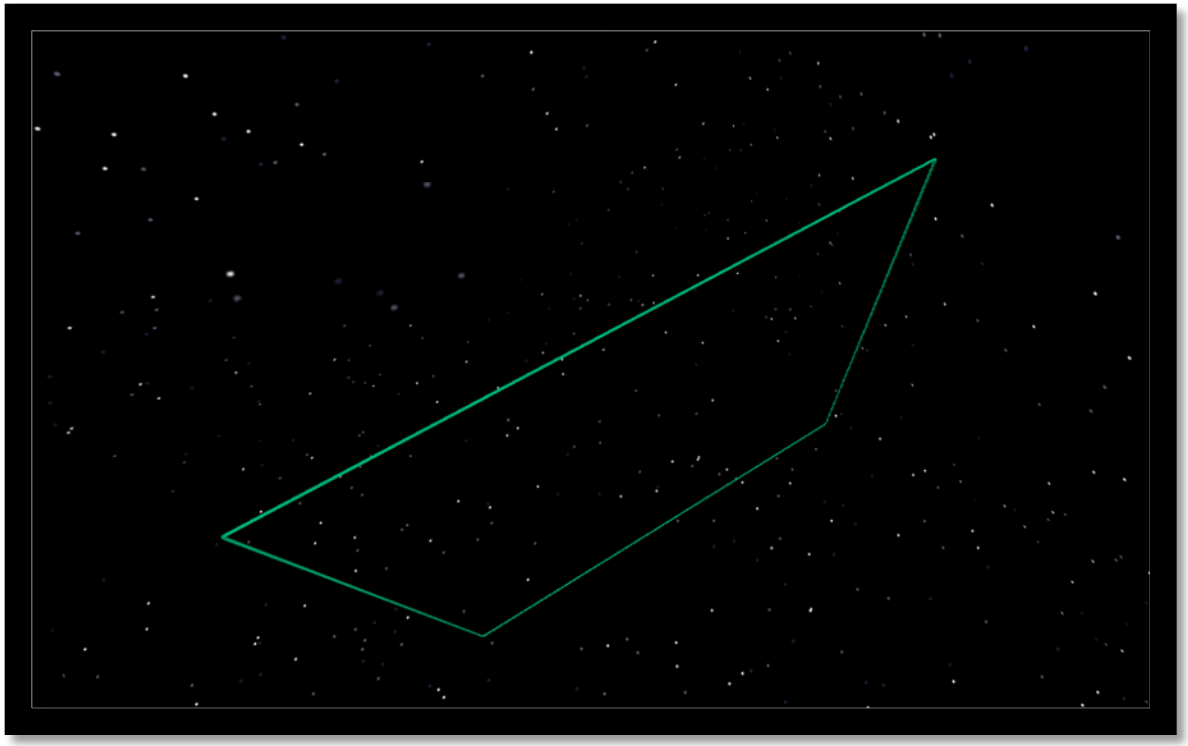
Zuverlässigkeit

- ✓ Funktionstests
- ✓ **90 %** der Probleme verbessert.

Knot3

Zuverlässigkeits-Grenzen

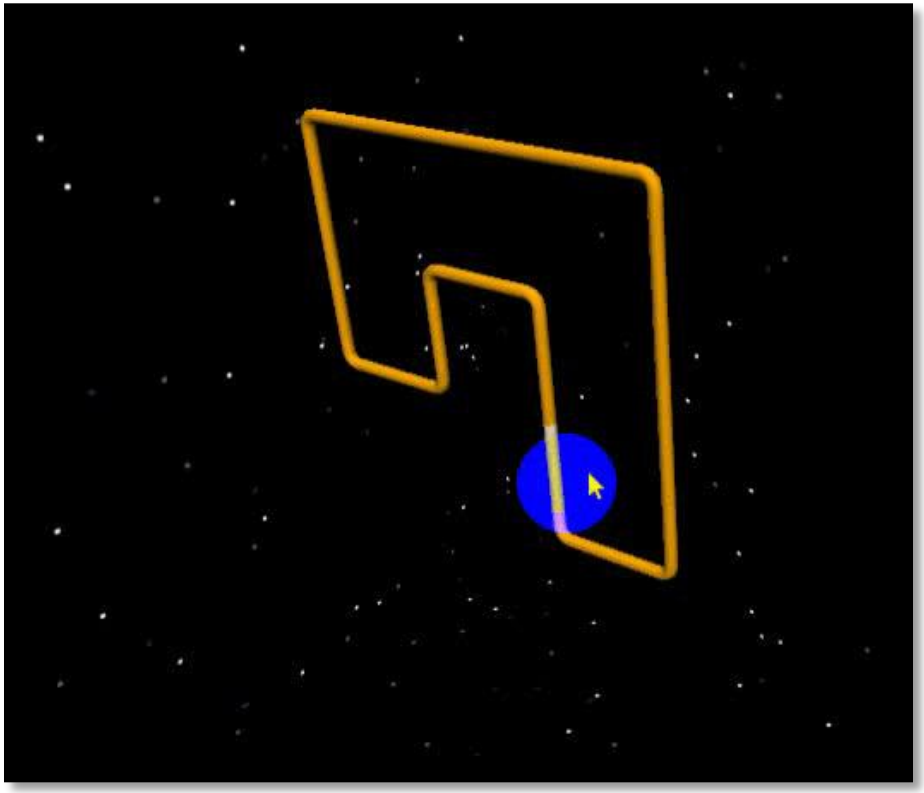
	Standard-PC	Spiele-PC
Max. Σ Kanten	< 2500	< 5000



Knot³

Robustheit

- ✓ Negativtests



Robustheit

- ✓ Ausnahmebehandlung

Konsistenz

- ✓ Oberflächen
- ✓ Code-Qualität

Knot³

Spielbarkeit

- ✓ Testberichte
  - \+ „intuitiv klar“, „schnell verstanden“, „ansprechend“
  - \- „Knoten-Orientierung“

Knot3

Effizienz

Portabilität

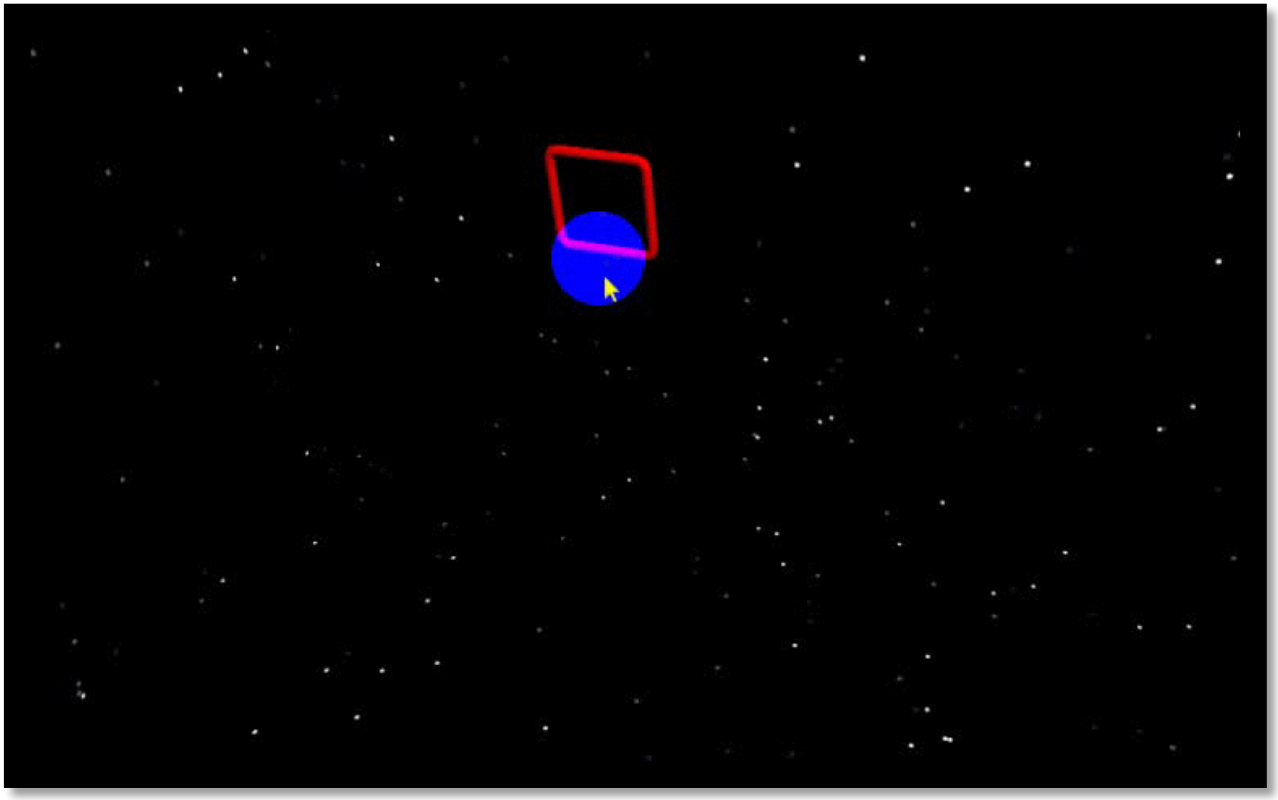
Wartbarkeit

- ✓ Fehlermeldungen
- ✓ OOP:

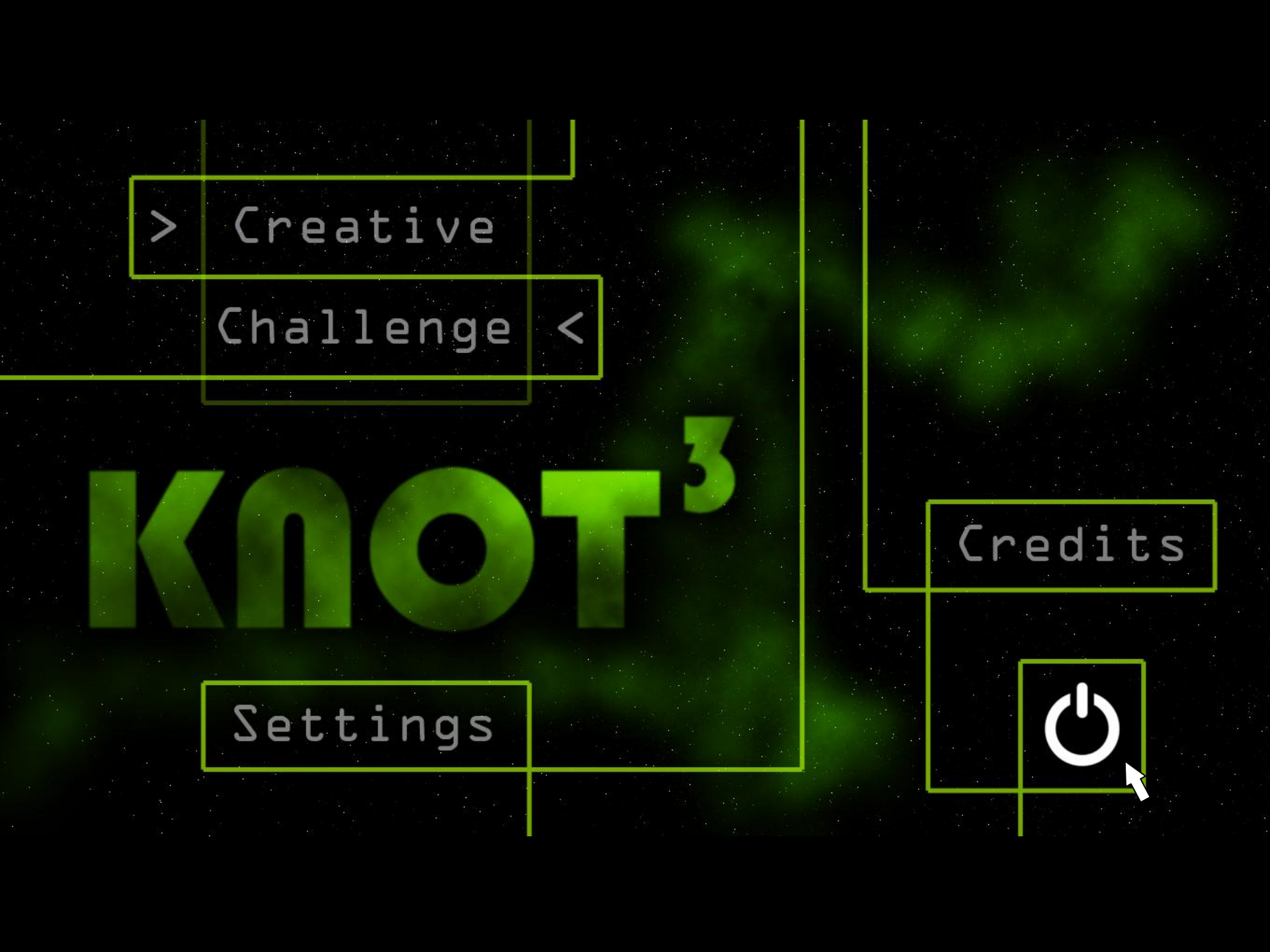
  z.B. lokaler Austausch /Änderung der Kamera

Änderungen

- Knoten-Transformations-Vorschau



Knot³


> Creative
Challenge <
KNOT 3
Credits
Settings

BACKUP

Knot^3

Knot³

Knot³