



QS

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Zuverlässigkeit

Komponenten-Testabdeckung: **> 80 %**

```
[Test]
O'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 ());
}
```

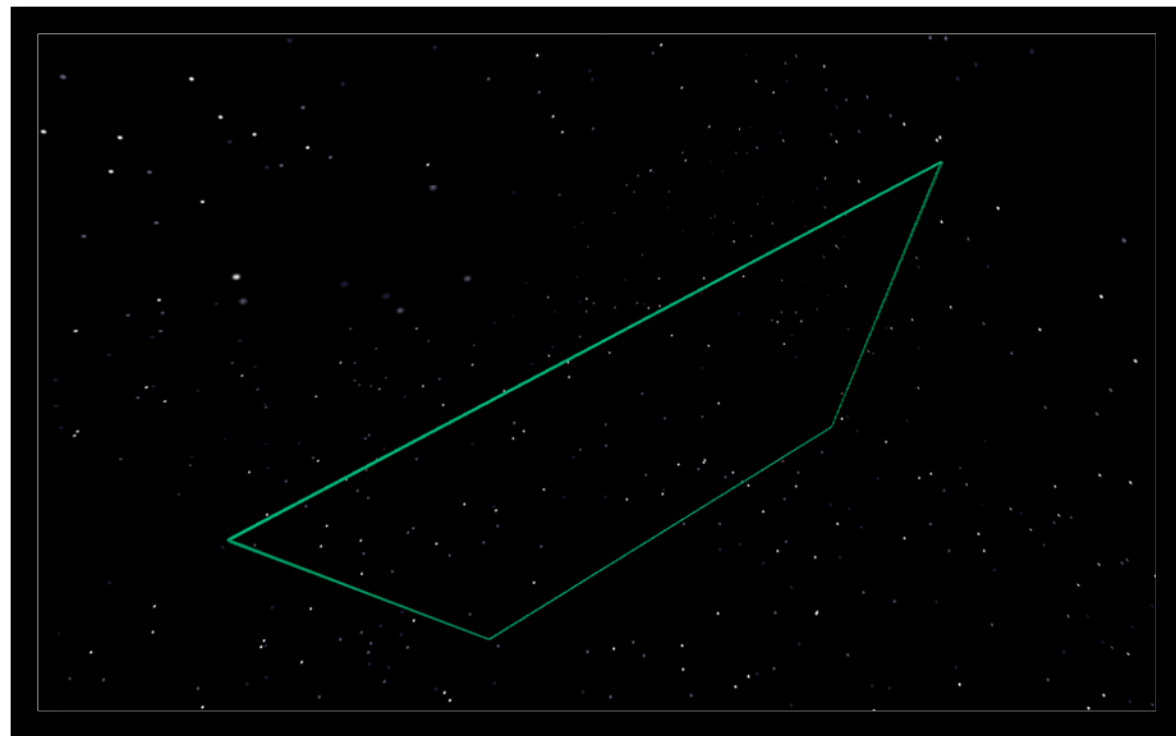
Zuverlässigkeit

✓ Funktionstests

✓ **90 %** der Probleme verbessert.

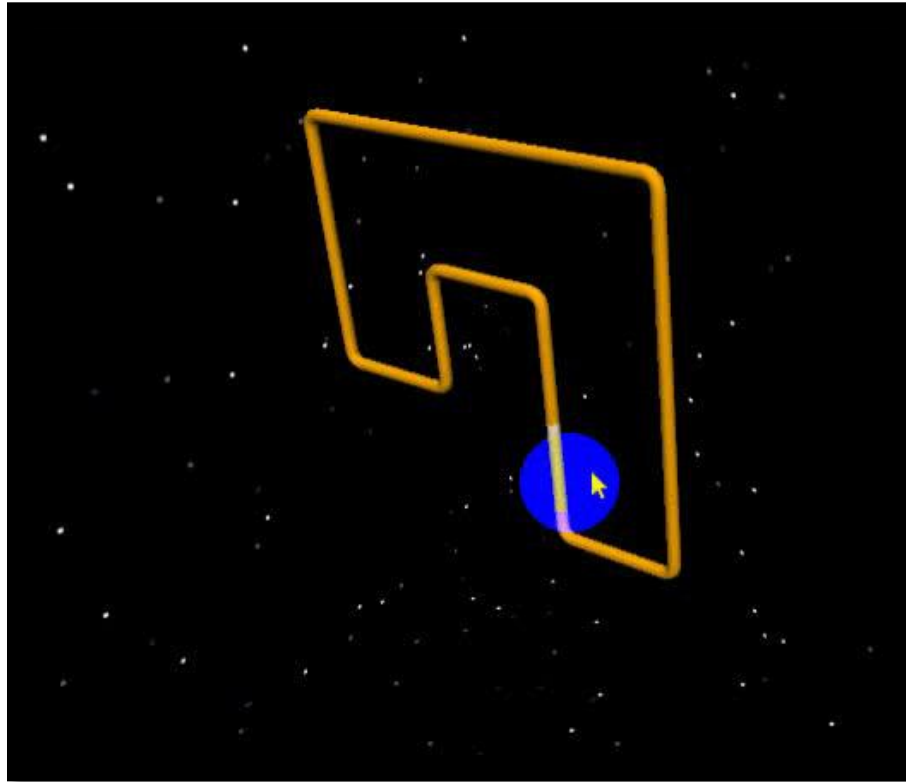
Zuverlässigkeits-Grenzen

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



Robustheit

✓ Negativtests



Knot3

Knot3





Konsistenz

- ✓ Oberflächen
- ✓ Code-Qualität

Spielbarkeit

✓ Testberichte

+ „intuitiv klar“, „schnell verstanden“,
„ansprechend“

- „Knoten-Orientierung“



Effizienz

→ Pflichtenheft

Portabilität

- Windows
- Linux
- Mac OS X

Wartbarkeit

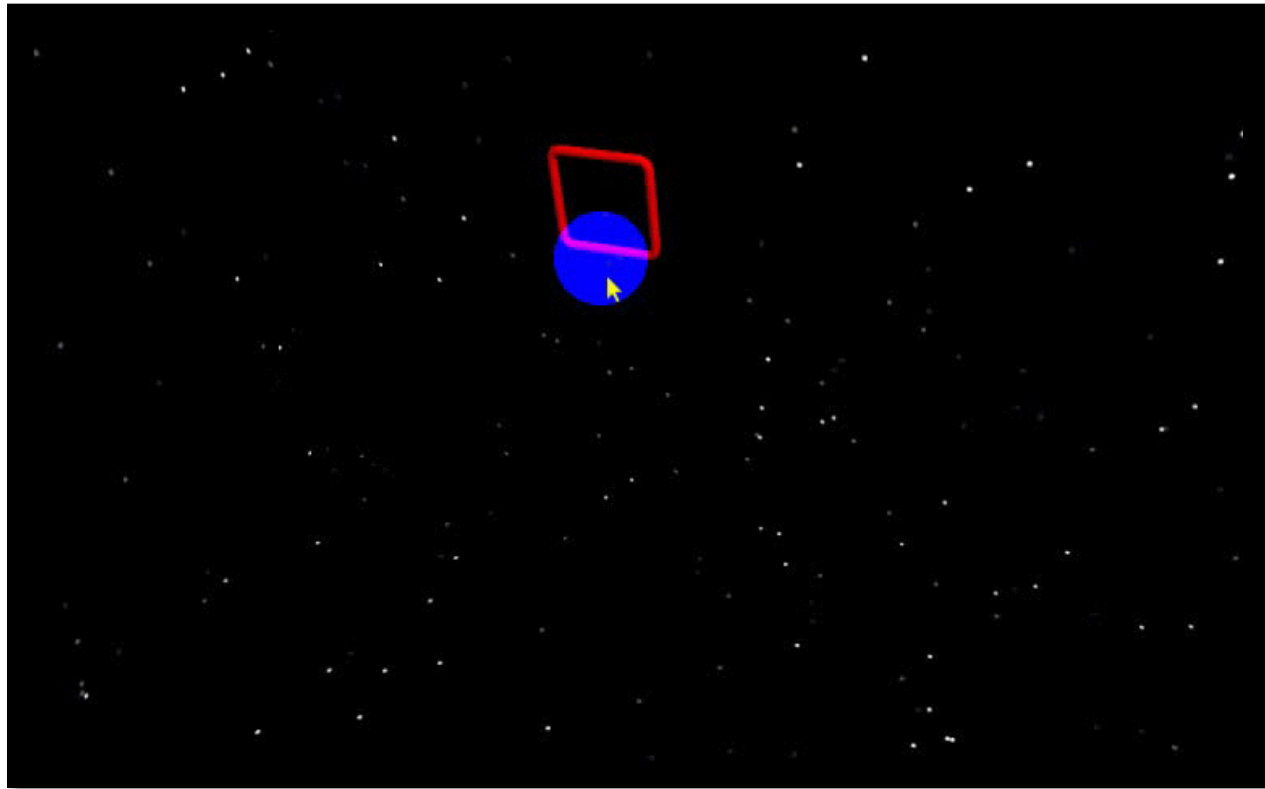
- ✓ Fehlermeldungen

- ✓ OOP:

 - z.B. lokaler Austausch / Änderung der Kamera

Änderungen

- Knoten-Transformations-Vorschau



> Creative
Challenge <

KNOT³

Settings

Credits



> Creative
Challenge <

KNOT³

Settings

Credits



BACKUP



Knot³



Knot³