Test Report - The Hogwarts Hobo game

Team 29
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Overview:

The test report includes a test plan and clear indication which tests were run and which of them have passed. Provided are detailed descriptions of the testing activity, show which testing has been performed. Below is an overview of resulting test data aggregated throughout development:

Test Performance	
Pass	20
Fail*	2
Not Executed*	5
Total	27

*Note: ‘Not Executed’ and currently failed tests were created in anticipation of further development.

Unittest Results

Start Time: 2020-04-09 12:31:39

Duration: 14 ms

Summary: Total: 22, Pass: 20, Fail: 2

__main__.TestGame	Status
test_getCollisions	Pass
test_getCollisions_hobo	Pass
test_getDuration	Pass
test_getNextTrain	Pass
test_getNumTracks	Pass
test_getProb	Pass
test_getTOnCurTrack	Pass
test_getTOnCurTrack_hobo	Pass
test_getTotalTime	Pass
test_get_curret_hobo_track	Fail
AssertionError: 0 != None Traceback (most recent call last): File "c:/Users/adams/OneDrive/OneDrive - Ryerson University/Documents/School/Year 2/CPS406/hh_game/unitTests.py", line 119, in test_get_curret_hobo_track self.assertEqual(0, testGame.hobo.get_current_track()) AssertionError: 0 != None	
test_get_curret_track	Pass
test_get_health	Pass
test_get_hobo_health	Fail
AssertionError: 100 != None Traceback (most recent call last): File "c:/Users/adams/OneDrive/OneDrive - Ryerson University/Documents/School/Year 2/CPS406/hh_game/unitTests.py", line 112, in test_get_hobo_health self.assertEqual(100, testGame.hobo.get_health()) AssertionError: 100 != None	
test_hasTrainFunc	Pass
test_reset	Pass
test_setCollisions	Pass
test_setCollisions_hobo	Pass
test_setLastTime	Pass
test_setTOnCurTrack	Pass
test_setTOnCurTrack_hobo	Pass
test_set_health	Pass
test_set_hobo_health	Pass

Total: 22, Pass: 20, Fail: 2 -- Duration: 14 ms

unitTests

Modules

random sys

Classes

unittest.case.TestCase(builtins.object)

TestGame

class **TestGame**(unittest.case.TestCase)

TestGame(methodName='runTest')
Main.py test cases.

Method resolution order:
TestGame
unittest.case.TestCase builtins.object

Methods defined here:

test_getCollisions(self)
Tests the player collisions getter for a given starting game.

test_getCollisions_hobo(self)
Tests the hobo collisions getter for a given starting game.

test_getDuration(self)
Tests a duration getter for a given track.

test_getNextTrain(self)
Tests the time untill next train for a given track

test_getNumTracks(self)
Tests the number of track getter for a given game.

test_getProb(self)
Test the random generation of a probablilty distribution for a given game.

test_getTOnCurTrack(self)
Tests the player time on current track getter for a given starting game.

test_getTOnCurTrack_hobo(self)
Tests the hobo time on current track getter for a given starting game.

test_getTotalTime(self)
Test the total time getter for a given game.

test_get_curret_hobo_track(self)
Tests the hobo current track getter for a given starting game.

test_get_curret_track(self)
Tests the player current track getter for a given starting game.

test_get_health(self)
Tests the player health getter for a given starting game.

test_get_hobo_health(self)
Tests the hobo health getter for a given starting game.

test_hasTrainFunc(self)
Tests a has train function for given track for a given game.

test_reset(self)
Test the reset function for a given game which will be used in the optimization.
The probablity distribution is also tested to be sure it is kept the same.

test_setCollisions(self)
Tests the player collisions setter for a given game.

test_setCollisions_hobo(self)
Tests the hobo collisions setter for a given game.

test_setLastTime(self)
Tests a given tracks last collision time for a given track

test_setTOnCurTrack(self)
Tests the players time on current track setter.

test_setTOnCurTrack_hobo(self)
Tests the hobo time on current track setter.

test_set_health(self)
Tests the player health setter for a given game.

test_set_hobo_health(self)
Tests the hobo health setter for a given game.

Data

expon = <scipy.stats._continuous_distns.expon_gen object>