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| **ASSESSMENT COVER SHEET** |  |

*Students should add this coversheet, to the start of their assessment before submission through Turnitin.*

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| **School** | Psychology and Computer Science |
| **Module Code** | CO2402 |
| **Module Title** | Advanced Programming |
| **Assessment Title** | C02402 Advanced Programing Assignment: Snake and Ladders |
| **Module Tutor (if appropriate)** | Miss Aruni Amarasinghe |
| **Course** | BSc Software Engineering |
| **Year of Study** | 2 |

***Academic Misconduct / Plagiarism Declaration***

By attaching this front cover sheet to my assessment, I confirm and declare that I am the sole author of this work, except where otherwise acknowledged by appropriate referencing and citation, or where the assignment brief requires joint working with other students. It also confirms that I have taken all reasonable skill and care to ensure that no other person has been able, or allowed, to copy this work in either paper or electronic form (except where the assessment brief requires co-working with others), and that prior to submission I have read, understood and followed the University regulations as outlined in the Academic Integrity Policy and Procedure for Academic Misconduct available at the following link: <https://www.uclan.ac.uk/study_here/assets/assessment_handbook_2122.pdf>

| **Have you checked the following in order to maximise the grade you can achieve for this assignment?** | **Please select checkbox to confirm** |
| --- | --- |
| Learning Outcomes have been addressed |  |
| Similarity check via Turnitin (and checked the nature of any similarities) |  |
| Referencing accuracy according to provided guide |  |
| Grammar |  |
| Spelling |  |
| Word count (or other length limitation as described in the brief) |  |

**WELLBEING**

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| We wish to support any student who is experiencing mitigating circumstances which prevents students from performing to the best of their ability when completing or submitting assignments. If you are experiencing such circumstances, then you may apply for Mitigating Circumstances**.** Wherever possible this must be done prior to handing your assignment. | I believe  **that I do**  **I do not need**  to apply for mitigating circumstances for this assignment at this moment in time.  Please **select** as appropriate.  (You may still apply for mitigating circumstances if you subsequently feel that your performance has been adversely affected by issues that you may currently be unaware of). |

**SELF – REFLECTION *This section is suggested for inclusion if appropriate to the assessment otherwise can be deleted***

| **Assessment Criteria**  Details of this can be found in the assignment brief. In order to ensure the assessment process is fair, we want to make sure that the assessment criteria are clear to you in advance. | **Self-Evaluation**  Simply rate how you think this assessment will perform against the assessment criteria; i.e. 1st (very good/excellent), 2:1 (good), 2:2 (competent), 3rd (basic), fail (weak).  This helps us provide detailed comments on your work and clarify things you do not understand |
| --- | --- |
| Relevance | 2:1 |
| Quality of Argumentation | 2:2 |
| Originality | 1st |
| Knowledge and Content | 2:1 |
| Quality of Explanation | 2:2 |
| Style | 3rd |



STUDENTS DETAILS

|  |  |
| --- | --- |
| UCLan Number: G20844390 | UCL ID: 3000149 |
| Family Name: Weeraman | Given Names: Nethmi |
| Email Address: weeramann@gmail.com | Contact Number: +94 (0)710827460 |

**ASSESSMENTT DETAILS**

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| --- | --- |
| Unit Code: CO2402 | Unit Name: Advanced Programming |
| Assessment Title: C02402 Advanced Programing Assignment: Snake and  Ladders | Submission Date: 9/06/2021 |

*Above sections are to be filled by students.*

MARKING DETAILS

|  |  |
| --- | --- |
| Marks Obtained: | Maximum Marks Possible: |
| Comments/Feedback: | |
| Lecturer Name: | Lecturer Signature & Date: |

*Above section is for lecturer’s use only.*

C02402 Advanced Programing Assignment: Snake and Ladders - Testing Report

***Nethmi Weeraman***

Abstract

For the game, Snakes and Ladders created using object orientated java, tests must be carried out to prove working order of the code. To this end we use test cases.

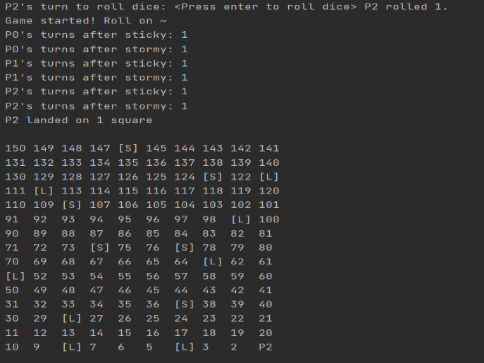
**Table of Contents**

***Test cases***

1. **Case 01:** Testing snake
2. **Case 02:** Testing ladder
3. **Case 03:** Testing stormy
4. **Case 04:** Testing sticky
5. **Case 05:** Testing multiple players on same square (Stormy square)
6. **Case 06:** Testing booster
7. **Case 07:** Testing start condition

**TEST CASES**

|  |  |
| --- | --- |
| **Case 01:** Testing snake  **Pre-Conditions:** Player must roll on to snake  **Status:** Pass | **Case 02:** Testing ladder  **Pre-Conditions:** Player must roll on to ladder  **Status:** Pass |
| **Case 03:** Testing stormy  **Pre-Conditions:** Player must be on stormy square and have stormyUsed as false  **Status:** Pass    **Previous Fault report:** Storm used to trap player if at 0, since then stormyUsed is checked true and only after player’s turn after rolling back is it checked false and another storm encounter is possible; Fault has been fixed. | |
| **Case 04:** Testing sticky  **Pre-Conditions:** Player must be on sticky square and have stickyUsed as false  **Status:** Pass      **Case 05:** Testing multiple players on same square (Stormy square)  **Pre-Conditions:** Players must be on stormy square and have stormyUsed as false for each  **Status:** Pass | |
|  | |
| **Case 06:** Testing booster  **Pre-Conditions:** Player must be on booster square  **Status:** Pass | |
| **Case 07:** Testing start condition  **Pre-Conditions:** Player must have 1 or 6 to start the game  **Status:** Pass | |

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