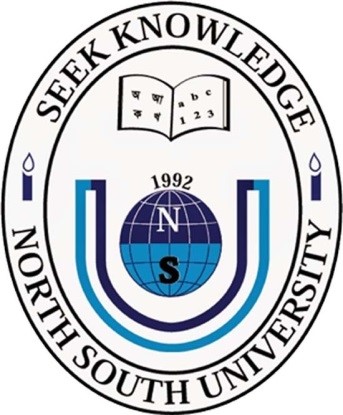
Shape**North South University**



**CSE427 Software Quality Assurance**

**Project Report**

**Faculty Name-Shaikh Shawon Arefin Shimon , SAS3**

**Project Name- Chicky Mario**  
**Project Members**

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Project Link- <https://github.com/nsuspring2019cse427/Group09.git>

Project Description:

Our project is a 2D video game that was coded using Java with the help of eclipse. It is a game which has four different levels. You can only get to the next level by clearing the one that you are currently in. You can move the main character of the game by using the directional buttons and using the space bar to jump. You can collect coins as your progress throughout the levels. For each coin that you acquire, 1 point is added to your total tally of points. After you complete all 4 levels sequentially, the game is over.

We worked on our project using Eclipse and tested it using JUnit framework. In our project, we tested all the methods that were implemented in our existing project using JUnit.

Tools/Frameworks used:

1. Eclipse (IDE)

2. JUnit Framework

The project was meant to be tested using the JUnit Framework, unfortunately the project is unfinished. We were not able to properly test the lines of codes thus, could not complete the objectives. The Graph partitioning was not done because the test codes were incomplete.