Testing for Flappy Bird

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Specification

Flappy Bird is a side-scrolling Java PC game featuring 2D retro style graphics. The objective was to direct a flying bird, named "Faby", who moves continuously to the right, between sets of Mario-like pipes. If the player touches the pipes, they lose. Faby briefly flaps upward each time that the player taps the screen; if the screen is not tapped, Faby falls because of gravity, each pair of pipes that he navigates between earns the player a single point. And Game is over if the bird touches the ground or any wall.
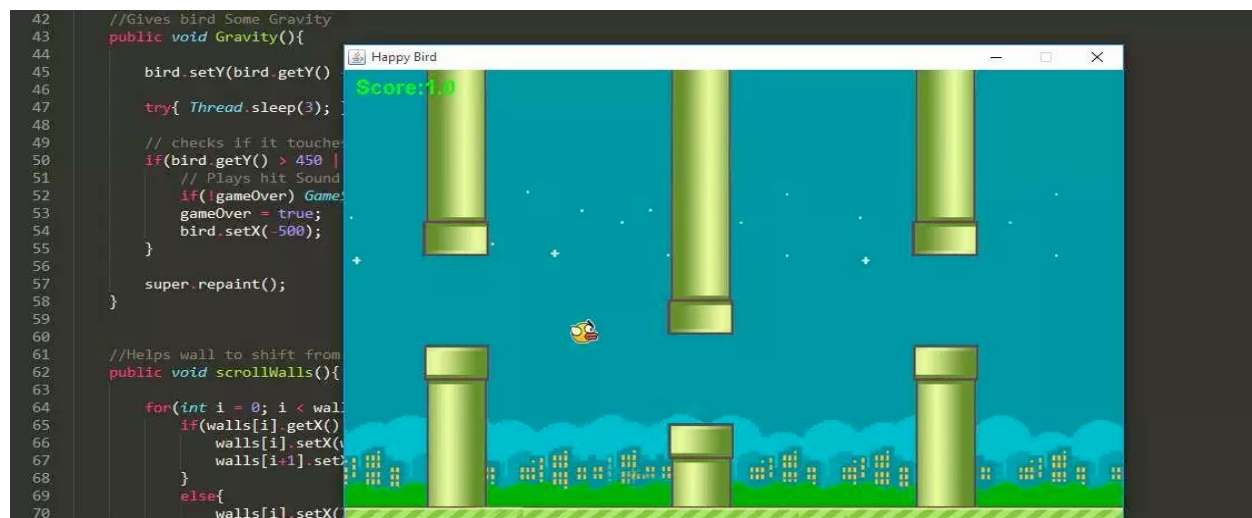

Figure: Flappy Bird Game

Goals

This game was developed in JAVA as our CSE215 project. In CSE427, our main goal is to develop the test suite using JAVA JUnit.

1. Testing Each Methods (Unit Test).
2. Module Testing.
3. System Testing

Conclusion

The purpose of this project is to fully implement all testing learnt in CSE427: Software Testing & Quality Assurance course.