Acceptance Criteria

Introduction

Testing will undergo two phases – white box testing, while the program is being developed. Here, we will test the innards of the program, checking each method and class for any inconsistencies. The second phase of testing will be black box testing, after the program is mostly completed. Here, the testing will focus on the inputs and outputs of the program. This will allow us to check if it conforms to the requirements that have been specified, and if it does not, gives us an opportunity to amend the code.

Test Environment

Type of machine to be used: ordinary computer

Software to carry out tests: jUnit, jMeter(?), Grinder(?), something for continuous integration

Load conditions:

* Creating ants until performance is poor
* Running the simulation at high speed
* Lots of flashy visual effects
* For client-server architecture, find max amount of clients that can connect until problems occur

Data files: Some kind of reasonably finished ant brain, a working map file