Test Plan and Log

# Test Plan and Log

The functions in the project were unit tested. Afterwards a system and integration test was performed.

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| Name of Project: | Quidditch | | Date: 17.12.2020 |  |
| Test run / case | Data Used | Expected Result | Actual Result | Action Taken |
| Normal: draw(), str() | Game is running | Map of the level is displayed |  | nfa |
| Normal: printPoints(), getPoints() | seeker catches the snitch | Points are displayed on the screen, after catching snitch, score changes |  |  |
| Normal: printPoints(), getName() | Game is running | Next to the Points are presented the team names |  |  |
| Normal:  addPoints(),  awardPoints() | seeker catches the snitch | the winning team receives 150 points |  |  |
| Normal:  printMoves(),  getMovesMade() | Seeker makes a move | Moves are displayed on the screen, after each move counter increases |  |  |
| Nomal:  addMovesMade() | Seeker makes a move | The moves counter increase after each move |  |  |
| Nomal:  setMovesMade() | going to next level | At the start of each level the counter is reset |  |  |
| Normal:  printLevel() | Going to next level | The current level is displayed, it increase when going to next |  |  |
| Normal: newLevel(), getMaxLevel(), setLevel() | Going to next level | After completing level 1, level 2 is displayed |  |  |
| Normal: noMoreLevels() | Completing last level | Function ends the game, doesn’t allow to try to load next level |  |  |
| Normal:  stillPlaying(), isFree() | Catching the golden snitch | The level is running as long snitch is free |  |  |
| Normal:  checkSnitch(),  captured(), getRow(), getColumn() | Catching the golden snitch, seeker and snitch has the same coordinates | Snitch is marked as captured, no longer visible in this level |  |  |
| Normal: reset() | Going to next level | Seekers and snitch on starting positions, moves counter reset |  |  |
| Normal: move(), setRow(), setColumn() | An object is moving, seeker in lvl2 snitch as well | Seekers and snitch are moving |  |  |
| Normal: recognizeInput() | User presses ‘WSAD’ or arrow keys | Seeker is moving in the given direction if no obstacles |  |  |
| Normal: newPostion(), isPositionFree(), clearPosition() | User presses ‘WSAD’ or arrow keys | Function check if object can go to new position, if yes then free up the old space |  |  |
| Normal: updatePitchSeekers(), placeOnPitch() | User presses ‘WSAD’ or arrow keys | Place new position of seekers on the pitch |  |  |
| Normal: updatePitchSnitch(), placeOnPitch() | From lvl 2 snitch is moving | Place new position of Snitch on the pitch |  |  |
| Normal: moveSnitch(), isPlayerOnPosition() | Level 2 | If no seeker is nearby (one field), snitch moves random, if a seeker is next to then snitch goes to the other direction |  |  |
| Normal: update() |  | All objects are moving as they should |  |  |
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