NORTHERN ARIZONA UNIVERSITY

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Drop the Code

https://github.com/petetetete/cs386-project

D6.1 – Automated Testing

CS 386 – Software Engineering

Spring 2017

Marco Gerosa

Unit Tests: (GitHub Link)

- In Game Menu Navigation Tests
  - Should be able to start a single player game
  - Should be able to start a multiplayer game
  - Should be able to go to settings
  - Should be able to logout from menu
- Menu Navigation Tests
  - Should be able to navigate from home to user-login
  - Should navigate back a page correctly
  - Should be able to navigate from home to guest login
  - Should be able to navigate from Home to teacher login
  - Should be able to navigate from Home to creator login
- User Management
  - Should be able to add a new user
  - Should initialize a user's id correctly
  - Should be able to remove a user
- Teacher Options Menu Navigation
  - Should be able to navigate to the list of student names
  - Should be able to navigate to assign students page
  - Should be able navigate to remind student page
- Settings Menu Navigation
  - Should be able to navigate difficulty page
  - Should be able to navigate to sound page

Acceptance Tests: (GitHub Link)

- Feature Checks
  - Should have functionality to manage game state

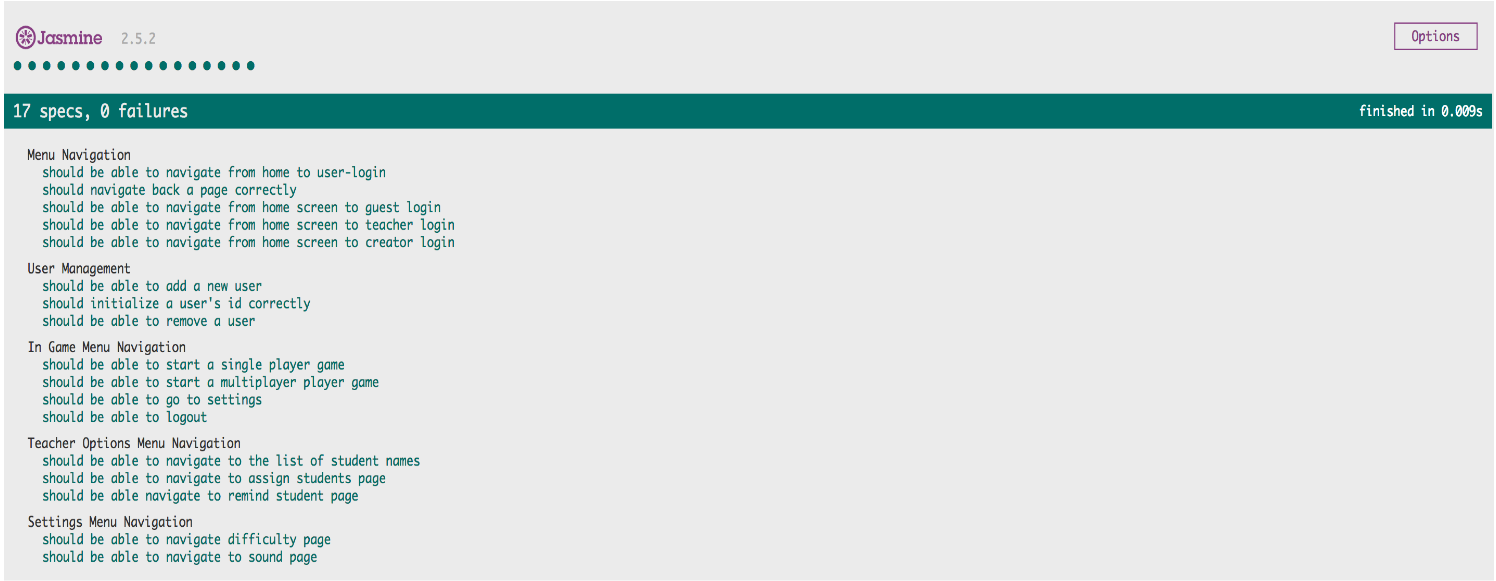
- Should have user functionality
- Should have main menu screen functionality

Test Results: (Unit Tests Results - Acceptance Tests Results)

The testing for our program works over a few different areas, which include testing menu interactions, user functionality, and acceptance tests. The menu interaction tests go through and make sure that all of the menus within our program work with each other and can properly smoothly interact with each other as well. For user functionality the tests were implemented to make sure that all functional requirements specified in the requirements document were met. As for the acceptance tests we implemented tests to ensure that aspects of the requirements document were always met.

The unit tests tested menu navigation, user management, in-game menu navigation, the teacher options menu navigation, and the settings menu navigation. The acceptance tests tested functionality to manage game state, user functionality, and functionality of the main menu.

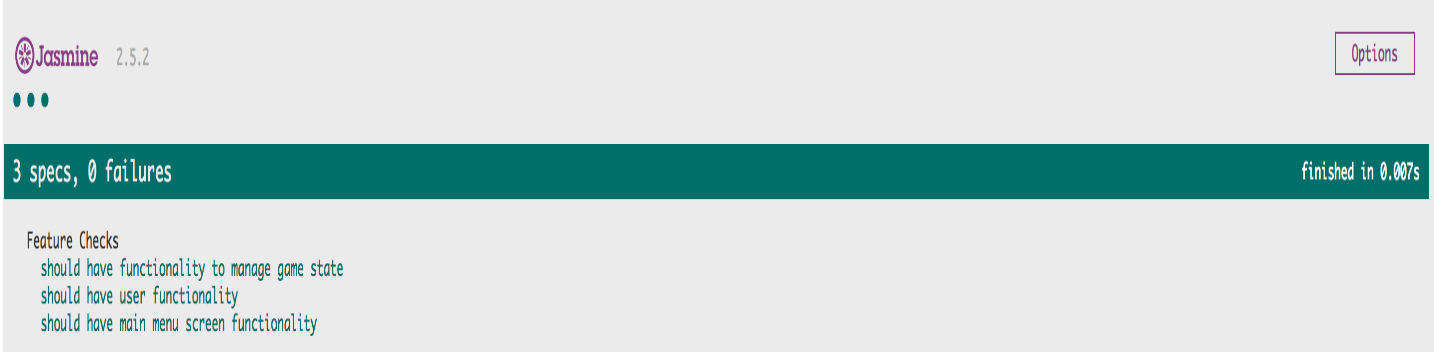
Unit Test Results



```
●●●●●●●●●●●●●●●●●
17 specs, 0 failures                                        finished in 0.009s

Menu Navigation
  should be able to navigate from home to user-login
  should navigate back a page correctly
  should be able to navigate from home screen to guest login
  should be able to navigate from home screen to teacher login
  should be able to navigate from home screen to creator login
User Management
  should be able to add a new user
  should initialize a user's id correctly
  should be able to remove a user
In Game Menu Navigation
  should be able to start a single player game
  should be able to start a multiplayer player game
  should be able to go to settings
  should be able to logout
Teacher Options Menu Navigation
  should be able to navigate to the list of student names
  should be able to navigate to assign students page
  should be able navigate to remind student page
Settings Menu Navigation
  should be able to navigate difficulty page
  should be able to navigate to sound page
```

Acceptance Test Results



```
●●●
3 specs, 0 failures                                         finished in 0.007s

Feature Checks
  should have functionality to manage game state
  should have user functionality
  should have main menu screen functionality
```

Group Participation:

Peter – Created and templated original deliverable document. Added Jasmine test library and create some unit and acceptance tests.

Hayden – Added some unit tests and wrote testing summary

Garrison – Added some units test with the Java Script code.

Gage – Added some unit tests