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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](https://github.com/petetetete/cs386-project/blob/master/tests/specs/UnitSpecs.js))

* Menu Navigation Tests
  + Should be able to navigate from home to user-login
  + Should navigate back a page correctly
  + [ADD A FEW MENU NAVIGATION TESTS]
* User Management
  + Should be able to add a new user
  + Should initialize a user’s id correctly
  + Should be able to remove a user
* [REPLACE WITH NEW TEST SUITES THAT HAVE A FEW TESTS EACH]

[A UNIT TEST IS A TEST TO MAKE SURE THE ACTUAL COMPONENTS OF THE CODE ARE WORKING]

**Acceptance Tests:** ([GitHub Link](https://github.com/petetetete/cs386-project/blob/master/tests/specs/AcceptanceSpecs.js))

* Feature Checks
  + Should have functionality to manage game state
  + Should have user functionality
  + Should have main menu screen functionality
  + [CONSIDER ADDING 1 OR 2 MORE CASES (NOT THAT IMPORTANT)]

[AN ACCEPTANCE TEST IS A TEST TO MAKE SURE THE SOFTWARE MEETS THE ORIGINAL REQUIREMENTS]

**Test Results:** ([Unit Tests Results](https://petetetete.github.io/cs386-project/tests/UnitTests) - [Acceptance Tests Results](https://petetetete.github.io/cs386-project/tests/AcceptanceTests))

[REPLACE WITH SHORT PARAGRAPH INTRODUCING TEST RESULTS]

[REPLACE WITH IMAGE OF UNIT TESTS RESULTS]

[REPLACE WITH IMAGE OF ACCEPTANCE TESTS RESULTS]

**Group Participation:**

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

Hayden –

Garrison –

Gage –