

SE 3XA3: Test Plan Rogue Reborn

Group #6, Team Rogue++

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Table 1: **Revision History**

Date	Version	Notes
12/06/16	0.1	Initial Draft
12/06/16	0.2	Automated Tests To PlayerChar
12/06/16	0.3	Functional Requirements Evaluation
12/07/16	0.4	Introduction
12/07/16	0.5	Finished Automated Tests

1 Introduction

1.1 Overview

The primary objective of this document is to provide a comprehensive summary of the verification process with respect to the Rogue Reborn project. Interested parties are welcome to analyze this paper as a means of evaluating the success of the final application regarding the requirements described in the [SRS](#) and tests prescribed in the [Test Plan](#). After reviewing the document, the reader should understand the strengths and weaknesses of the Rogue Project as it relates to the expectations of the client.

1.2 Sections

A brief description of each Test Report section is provided below:

- [§1](#) Brief overview of the Test Report
- [§2](#) Functional evaluation of Rogue Reborn
- [§3](#) Non-functional evaluation of Rogue Reborn
- [§4](#) Description of relationship to original *Rogue* with respect to testing
- [§5](#) Explanation of unit testing in Rogue Reborn
- [§6](#) List of changes that were performed as a consequence of testing
- [§7](#) Tabular depiction of automated tests
- [§8](#) Justification of test files with respect to functional requirements
- [§9](#) Decomposition of modules and trace to test files
- [§10](#) Summary of code coverage metrics

2 Functional Requirements Evaluation

Overall, an evaluation of functional requirements reveals near, if not complete coverage. The tests written for the projects turned out to be quite useful, as many caught bugs or business-errors that would have otherwise gone unnoticed. Those will be discussed below. As for the rest of the functional requirements, many were mundane, generic, or crucial enough to have already been satisfied before tests were considered. Those will not be discussed, as their complete satisfaction has already been verified countless times.

The list below refers to each functional requirement by its numerical identifier, as listed in the System Requirements Specification. Please refer to the [SRS](#) document if any confusion arises.

FR.16: When performing level tests, a strange anomaly led to one test constantly failing. The test revealed that the player, in fact, did not begin at the first level. Due to an off-by-one error and slight miscommunication between developers, the current level depth the player was on was i in some places and $i + 1$ in others. As soon as the test revealed this, the problem was remedied globally.

FR.19: Whenever the player uncovers a new dungeon level (including the very first level), an algorithm decides on a position in which to place the user initially. This algorithm while appearing flawless, actually had a very slight chance of placing the player in an unreachable location, surrounded by walls, doomed forever. With the automatic tests running thousands upon thousands of simulations, the bug was quickly revealed, and remedied.

FR.35: Some monsters in Rogue Reborn follow a simple AI consisting of steps such as: Look for the player, chase the player, and if you can, hit the player. This is a very simple and easily-implemented AI to both invent and implement, but the enemies in Rogue Reborn go beyond such simple schemes. Some monsters do not seek to kill the player, but rather steal their precious items. One such pest is the Leprechaun, known as the symbol "L". The Leprechaun necessitated the implementation of a variety of methods that were previously unneeded, such as *getNearestGold()*. The testing of this function revealed some very serious performance issues in the pathfinding algorithm used throughout

the project, in which infinite path traces were possible. It also revealed another bug in which the coordinates of several level features (items mostly) were accidentally set to 0, rendering them impossible to reach by pathfinding and once again causing a pathfinding failure. This was due to the assumption that all items are placed on reachable blocks. Fortunately, thanks to the various tests we implemented, these bugs were caught and fixed.

FR.39: Working with C++ has its benefits, but also its drawbacks. An anomaly in the way C++ handles integers revealed a very serious bug in the code, in which player armor could reach utterly ridiculous values, rendering the player effectively invincible. By simulating every possibility of armor that can be made, this bug was caught and patched. To elaborate, the reason the bug even existed was because an unsigned integer was allowed to be reduced to a negative value, which of course means that it was not reduced to a negative number and instead went to the highest value an integer can be.

3 Non-Functional Requirements Evaluation

The following subsections evaluate the significant non-functional qualities of Rogue Reborn. To simplify notation, *NFRT i* is used to denote “Non-Functional Requirements Test *i*” from the [Test Plan](#) document. Note that the usability and playtesting surveys described in *NFRT 1* , *NFRT 2* , *NFRT 4* , *NFRT 7* , *NFRT 10* were not performed as a direct consequence of the time constraints imposed on the project (the [Gantt Chart](#) schedules this survey to be released in early January, 2017).

3.1 Usability and Aesthetics

Overall, the visual appearance of the application was well-received by the Rogue Reborn stakeholders. This was deduced through the interactions between the Rogue++ team and the *SFWRENG 3XA3* instructor staff, as well as informal conversations with other colleagues. Unfortunately, the usability survey described in *NFRT 1* will be carried out in the future, so the impressions of the general public are not yet known.

Since the usability of the original *Rogue* was relatively poor due to its seemingly-arbitrary key bindings, the Rogue Reborn application made goals to improve this area. Specifically, the application featured arrow key bindings for some of player character movements in order to accommodate a more standard and intuitive keyboard layout. However, due to the plethora of other key bindings, the Rogue++ team was *not* successful in alleviating this issue completely. A summary of the remaining non-functional test *NFRT 3* is given below.

Non-Functional Requirement Test # 3 Summary	
<i>Description:</i>	All strings in the Rogue Reborn source code were extracted and placed in a text file, where a developer later corrected all indicated errors that were potentially associated with a GUI output using Microsoft Word. The script that performed the string extraction is located under the <code>src/misc</code> under the name <code>stringfinder.py</code> .
<i>Results:</i>	The aforementioned script managed to located approximately 1400 strings. After manually verifying the grammatical correctness and spelling of each string in Word, it was determined that the GUI output is free of linguistic errors.

3.2 Performance

Mikhail

3.3 Robustness and Maintainability

Mikhail

3.4 Safety

Mikhail

4 Comparison to Existing Implementation

According to all collected resources of the original implementation, there were no tests done to verify the accuracy of the original product. This is somewhat understandable, all things considered. After all, the original product was released in 1980, almost 40 years ago. Since then, standards of software development were transformed from infancy to the rigorous forms they take today.

As such, the tests we have written have nothing to be compared to. If there were tests to compare to, we would take a look at the following:

- How does the coverage of the existing test cases compare to the coverage we implemented?
- For cases where the modules/classes are similar in both versions, how do the tests compare? Are there any significant benefits or drawbacks to one or the other?
- Does any one of the implementations completely neglect an aspect of another? Is the remade implementation missing something critical that the original did test for?
- How are random tests approached by the existing implementation? Are random numbers ever used in the testing phase?

5 Unit Testing

Mikhail

6 Changes Due to Testing

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7 Automated Testing

7.1 Automated Testing Strategy

For this project we elected not to use a 3rd party testing library. We made this decision to ease configuration/installation problems and reduce our dependencies, as we judged it would not be necessary. Instead a series of files (labeled test.foobar.cpp) in the repository hold tests, which are run by our custom test runner. These automated tests are run on command by executing the produced executable, or by the continuous integration script run whenever changes are pushed to the central repository. The results of these tests are automatically reported, resulting in a failed or successful build.

7.2 Specific System Tests

The following is a list of all automated tests in the project.

7.3 Automated Testing Strategy

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7.4 Specific System Tests

The following is a list of all system tests in the project.

Name:	Amulet Construction
Initial State:	None
Input:	Coordinate, context value
Expected Output:	Amulet object in valid initial state

Name:	Armor Construction 1
Initial State:	None
Input:	Coordinate
Expected Output:	Armor object in valid initial state
Name:	Armor Construction 2
Initial State:	None
Input:	Coordinate, context value, type value
Expected Output:	Armor object in valid initial state
Name:	Armor Identification
Initial State:	Cursed Armor
Input:	None
Expected Output:	Verification that armor is identified
Name:	Armor Curse
Initial State:	Cursed Armor
Input:	None
Expected Output:	Verification that armor is cursed
Name:	Armor Enchantment
Initial State:	Cursed Armor
Input:	Curse level
Expected Output:	Verification that armor enchantment is correct
Name:	Armor Rating
Initial State:	Cursed Armor
Input:	None
Expected Output:	Verification that armor rating is correct
Name:	Coordinate Ordering

Initial State:	None
Input:	(0,0) coordinate and (1,1) coordinate
Expected Output:	Verification that (0,0) is (1,1)
Name:	Coordinate Equality
Initial State:	None
Input:	Two (0,0) coordinates
Expected Output:	Verification that the two inputs are equal
Name:	Coordinate Inequality
Initial State:	None
Input:	(0,0) coordinate and (1,1) coordinate
Expected Output:	Verification that the two inputs are not equal
Name:	Coordinate Addition
Initial State:	None
Input:	(2,3) coordinate and (1,2) coordinate
Expected Output:	(3,5) coordinate
Name:	Coordinate Subtraction
Initial State:	None
Input:	(2,3) coordinate and (1,2) coordinate
Expected Output:	(1,1) coordinate
Name:	Feature Construction
Initial State:	None
Input:	Symbol, coordinate, visibility, color
Expected Output:	Feature object in valid initial state
Name:	Feature Symbol Check
Initial State:	Feature with given symbol
Input:	Symbol

Expected Output:	Verification that feature's symbol matches given
Name: Initial State: Input: Expected Output:	Feature Invisibility Check Invisible feature None Verification that feature is invisible
Name: Initial State: Input: Expected Output:	Feature Visibility Check Visible feature None Verification that feature is visible
Name: Initial State: Input: Expected Output:	Feature Location Check Feature with given location Coordinate Verification that feature's location matches given coordinate
Name: Initial State: Input: Expected Output:	Food Construction None Coordinate and context value Food object in valid initial state
Name: Initial State: Input: Expected Output:	Food Eating Food and player objects None Verification that food has increased the player's food life by an appropriate amount
Name: Initial State: Input:	GoldPile Construction None Coordinate, gold amount value

Expected Output:	GoldPile object in valid initial state
Name: Initial State: Input: Expected Output:	GoldPile Quantity Check GoldPile with given amount of gold Amount of gold value Verification that gold's amount matches given amount
Name: Initial State: Input: Expected Output:	Item Construction 1 None Symbol, coordinate, context value, item class specifier, name value, psuedoname value, item type specifier, item stackability value, item throwability value, weight value Item object in valid initial state
Name: Initial State: Input: Expected Output:	Item Construction 2 None Symbol, coordinate, context value, item class specifier, name value, psuedoname value, item type specifier, item stackability value, item throwability value, weight value Item object in valid initial state
Name: Initial State: Input: Expected Output:	Name Vector Check None Vector of item names Shuffled vector of item names
Name: Initial State: Input: Expected Output:	Item Curse Check Uncursed item None Verification that item is uncursed
Name:	Item Curse/Effect Check 1

Initial State:	Uncursed item to which the cursed effect has been applied
Input:	None
Expected Output:	Verification that item is cursed
Name:	Item Curse/Effect Check 2
Initial State:	Cursed item whose curse effect has been removed
Input:	None
Expected Output:	Verification that item is uncursed
Name:	Item Unidentified Check
Initial State:	Identified item
Input:	None
Expected Output:	Verification that item is unidentified
Name:	Item Identified Check
Initial State:	Unidentified item
Input:	None
Expected Output:	Verification that item is identified
Name:	Item Display-Name Check 1
Initial State:	Unidentified item
Input:	Psuedoname
Expected Output:	Verification that item's display name matches psuedoname
Name:	Item Display-Name Check 2
Initial State:	Identified item
Input:	True name
Expected Output:	Verification that item's display name matches true name
Name:	ItemZone Containment Check 1
Initial State:	ItemZone with 2 items

Input:	None
Expected Output:	Verification that ItemZone contains the first item
Name:	ItemZone Containment Check 2
Initial State:	ItemZone with 2 items
Input:	None
Expected Output:	Verification that ItemZone contains the second item
Name:	ItemZone Empty Check
Initial State:	ItemZone with 2 items
Input:	None
Expected Output:	Verification that ItemZone is not empty
Name:	ItemZone Size Check
Initial State:	ItemZone with 2 items
Input:	None
Expected Output:	Verification that ItemZone's size is 2
Name:	ItemZone Keybind Check 1
Initial State:	ItemZone with 2 items
Input:	None
Expected Output:	Verification that first item is bound to 'a' key
Name:	ItemZone Keybind Check 2
Initial State:	ItemZone with 2 items
Input:	None
Expected Output:	Verification that second item is bound to 'b' key
Name:	ItemZone Contents Retrieval 1
Initial State:	ItemZone with 2 items
Input:	None
Expected Output:	Item map with exactly 1 copy of first item

Name:	ItemZone Contents Retrieval 2
Initial State:	ItemZone with 2 items
Input:	None
Expected Output:	Item map with exactly 1 copy of second item
Name:	ItemZone Removal
Initial State:	ItemZone with 2 items
Input:	Removal command
Expected Output:	ItemZone with only second item
Name:	ItemZone Keybind Persistence
Initial State:	ItemZone with first item removed
Input:	None
Expected Output:	Verification that second item is still bound to 'b'
Name:	ItemZone Weight Enforcement
Initial State:	Empty ItemZone
Input:	Attempt to add 500 pieces of armor to ItemZone
Expected Output:	ItemZone with max-weight worth of armor
Name:	Level Construction
Initial State:	None
Input:	Depth, player object
Expected Output:	Level object in valid initial state
Name:	Level Depth Check
Initial State:	Level with given depth
Input:	Depth value
Expected Output:	Verification that level's depth matches given value
Name:	Level BFSPerp Diagonal Small

Initial State: Input: Expected Output:	Empty level object Pair of coordinates diagonally adjacent Path between coordinates with expected length, utilizing taxicab movement
Name: Initial State: Input: Expected Output:	Level BFSPerp Horizontal Empty level object Pair of coordinates with equal y-values Path between coordinates with expected length, utilizing taxicab movement
Name: Initial State: Input: Expected Output:	Level BFSPerp Vertical Empty level object Pair of coordinates with equal x-values Path between coordinates with expected length, utilizing taxicab movement
Name: Initial State: Input: Expected Output:	Level BFSDiag Horizontal Empty level object Pair of coordinates with equal y-values Path between coordinates with expected length, utilizing orthogonal movement
Name: Initial State: Input: Expected Output:	Level BFSDiag Vertical Empty level object Pair of coordinates with equal x-values Path between coordinates with expected length, utilizing orthogonal movement
Name: Initial State: Input:	Level BFSPerp Diagonal Empty level object Pair of coordinates on diagonal line

Expected Output:	Path between coordinates with expected length, utilizing taxicab movement
Name: Initial State: Input: Expected Output:	Level Starting Position Empty level object None Valid starting position coordinate
Name: Initial State: Input: Expected Output:	Level getAdjPassable Empty level object Coordinate List of coordinates orthogonally adjacent to given coordinate
Name: Initial State: Input: Expected Output:	Level Path Generation Player object and generated level Series of path requests between random coordinates Valid paths between locations
Name: Initial State: Input: Expected Output:	Level Connectedness Player object and generated level Series of path requests between all rooms in the level Valid paths between each room
Name: Initial State: Input: Expected Output:	Level Staircase Check Player object and generated level None Verification that level contains a staircase
Name: Initial State: Input:	Level GoldPile Check Player object and generated level None

Expected Output:	Verification that level contains at least one goldpile
Name: Initial State: Input: Expected Output:	Monster Construction None Symbol, coordinate, armor value, HP value, exp value, level value, maxHP value, name value Monster object in valid initial state
Name: Initial State: Input: Expected Output:	Dice-Math 1 None 1 1-sided die Sum of values of 1
Name: Initial State: Input: Expected Output:	Dice-Math 2 None 2 1-sided die Sum of values of 2
Name: Initial State: Input: Expected Output:	Dice-Math 3 None 1 2-sided die 1 j= Sum of values j= 2
Name: Initial State: Input: Expected Output:	Dice-Math 4 None 3 4-sided die 3 j= Sum of values j= 12
Name: Initial State: Input: Expected Output:	Mob Armor Check Mob object None Verification mob armor is in valid range

Name:	Mob HP Check 1
Initial State:	Mob with given HP value
Input:	HP value
Expected Output:	Verification mob has correct HP value
Name:	Mob MaxHP Check
Initial State:	Mob with given MaxHP value
Input:	MaxHP value
Expected Output:	Verification mob has correct MaxHP value
Name:	Mob Level Check
Initial State:	Mob with given level value
Input:	Level value
Expected Output:	Verification mob has correct level value
Name:	Mob Location Check
Initial State:	Mob with given location
Input:	Coordinate
Expected Output:	Verification mob has correct location
Name:	Mob Name Check
Initial State:	Mob with given name
Input:	Name value
Expected Output:	Verification mob has correct name
Name:	Mob setMaxHP
Initial State:	Mob with default MaxHP
Input:	setMaxHP command with MaxHP value
Expected Output:	mob with given MaxHP value
Name:	Mob setcurrentHP

Initial State:	Mob with default currentHP
Input:	setCurrentHP command with currentHP value
Expected Output:	mob with given currentHP value
Name:	Mob Dead Check 1
Initial State:	Living Mob object
Input:	None
Expected Output:	Verification mob is alive
Name:	Mob HP Check 2
Initial State:	Living Mob object
Input:	Hit command for i mob's current HP
Expected Output:	Verification mob has HP $i = 0$
Name:	Mob Dead Check 2
Initial State:	Dead mob object
Input:	None
Expected Output:	Verification mob is dead
Name:	Monster Construction
Initial State:	None
Input:	Symbol, coordinate
Expected Output:	Monster object in valid initial state
Name:	Monster Flag/Invisibility
Initial State:	Visible monster object
Input:	SetFlag command to make monster invisible
Expected Output:	Invisible monster object
Name:	Monster Aggrevate
Initial State:	Idling, sleeping monster object
Input:	Aggrevate command

Expected Output:	Awake, chasing monster object
Name: Initial State: Input: Expected Output:	Monster Damage Calculation Monster object calculateDamage command Correct amount of damage
Name: Initial State: Input: Expected Output:	Monster Hit Chance Monster and player objects calculateHitChange command Hit chance in valid range
Name: Initial State: Input: Expected Output:	Monster Armor Check Monster object None Verification that monster armor is in valid range
Name: Initial State: Input: Expected Output:	Invisible Monster Name Check Invisible monster object None Verification monster has hidden name
Name: Initial State: Input: Expected Output:	Visible Monster Name Check Invisible monster object RemoveFlag command to make monster invisible Verification monster has real name
Name: Initial State: Input: Expected Output:	Monster Symbol/Level Association None Depth value Set of symbols for monsters that are valid candidates for given depth

Name: Initial State: Input: Expected Output:	Monster Symbol/Treasure/Level Association None Depth value Set of symbols for monsters that are valid candidates for given depth for a treasure room
Name: Initial State: Input: Expected Output:	PlayerChar Initial Amulet Check Just initialized playerchar object None Verification the game does not believe the player has the amulet
Name: Initial State: Input: Expected Output:	PlayerChar Initial HP Check Just initialized playerchar object None Verification playerchar has full hp
Name: Initial State: Input: Expected Output:	PlayerChar Level-Up Exp Playerchar object at initial level Exp input into playerchar object Playerchar object with increased level
Name: Initial State: Input: Expected Output:	PlayerChar Level-Up Manual Playerchar object Level-up command Playerchar object with increased level
Name: Initial State: Input: Expected Output:	PlayerChar Damage Playerchar object at full hp Series of damage commands applied to playerchar object Playerchar object with less than full hp

Name:	PlayerChar UnArmed 1
Initial State:	Unarmed playerchar object
Input:	calculateDamage command
Expected Output:	0 damage value
Name:	PlayerChar Armed
Initial State:	Playerchar object armed with weapon
Input:	calculateDamage command
Expected Output:	Damage value $\neq 0$
Name:	PlayerChar Stow Weapon
Initial State:	Playerchar object armed with uncursed weapon
Input:	removeWeapon command
Expected Output:	PlayerChar object unarmed
Name:	PlayerChar UnArmed 2
Initial State:	Armed playerchar object
Input:	removeWeapon command, then calculateDamage
Expected Output:	0 damage value
Name:	PlayerChar Remove Non-Armor
Initial State:	Playerchar object with no armor
Input:	removeArmor command
Expected Output:	Boolean indicating failure to remove armor
Name:	PlayerChar Remove Armor
Initial State:	Playerchar object with uncursed armor
Input:	removeArmor command
Expected Output:	Playerchar object without armor
Name:	Potion Construction 1

Initial State:	None
Input:	Coordinate
Expected Output:	Potion object in valid initial state
Name:	Potion Construction 2
Initial State:	None
Input:	Coordinate, item context value, item type specifier
Expected Output:	Potion object in valid initial state
Name:	Potion of Strength
Initial State:	Player object
Input:	Potion of strength
Expected Output:	Player with strength increased by 1
Name:	Potion of Restore Strength
Initial State:	Player object with reduced strength
Input:	Potion of restore strength
Expected Output:	Player object with pre-reduction strength
Name:	Potion of Healing
Initial State:	Player object with full hp
Input:	Potion of healing
Expected Output:	Player object with maxHP increased by 1
Name:	Potion of Extra Healing
Initial State:	Player object with full hp
Input:	Potion of extra healing
Expected Output:	Player object with maxHP increased by 2
Name:	Potion of Poison
Initial State:	Player object with strength ≥ 0
Input:	Potion of poison

Expected Output:	Player object with reduced strength
Name: Initial State: Input: Expected Output:	Potion of Raise Level Player object with less than max level Potion or raise level Player object with level + 1
Name: Initial State: Input: Expected Output:	Potion of Blindness Player object without the blindness condition Potion of blindness Player object with the blindness condition
Name: Initial State: Input: Expected Output:	Potion of Hallucination Player object without the hallucination condition Potion of hallucination Player object with the hallucination condition
Name: Initial State: Input: Expected Output:	Potion of Detect Monster Player object without the detect-monsters condition Potion of detect monsters Player object with the detect-monsters condition
Name: Initial State: Input: Expected Output:	Potion of Detect Object Player object without the detect-objects condition Potion of detect objects Player object with the detect-objects condition
Name: Initial State: Input: Expected Output:	Potion of Confusion Player object without the confusion condition Potion of confusion Player object with the confusion condition

Name:	Potion of Confusion
Initial State:	Player object without the confusion condition
Input:	Potion of confusion
Expected Output:	Player object with the confusion condition
Name:	Potion of Levitation
Initial State:	Player object without the levitation condition
Input:	Potion of levitation
Expected Output:	Player object with the levitation condition
Name:	Potion of Haste
Initial State:	Player object without the haste condition
Input:	Potion of haste
Expected Output:	Player object with the haste condition
Name:	Potion of See-Invisible
Initial State:	Player object without the invisible-sight condition
Input:	Potion of invisible
Expected Output:	Player object with the invisible-sight condition
Name:	Random Range 1
Initial State:	None
Input:	Upper and lower bounds 0,0
Expected Output:	0
Name:	Random Range 2
Initial State:	None
Input:	Upper and lower bounds 5,5
Expected Output:	5
Name:	Random Range 3

Initial State:	None
Input:	Upper and lower bounds 0,60, repeated 40 times
Expected Output:	0 j= result j= 60
Name:	Random Float
Initial State:	None
Input:	40 repeats
Expected Output:	0 j= result j= 1
Name:	Random Boolean
Initial State:	None
Input:	10 repeats
Expected Output:	Both true and false are generated
Name:	Random Percent
Initial State:	None
Input:	40 repeats
Expected Output:	0 j= result j= 100
Name:	Random Position
Initial State:	None
Input:	Two coordinates, as top-left and bottom-right of rectangle, 10 repeats
Expected Output:	Random coordinates within the bounds
Name:	Ring Construction 1
Initial State:	None
Input:	Coordinate
Expected Output:	Ring object with valid initial state
Name:	Ring Construction 2
Initial State:	None
Input:	Coordinate, item context value, type identifier

Expected Output:	Ring object with valid initial state
Name: Initial State: Input: Expected Output:	Ring of Stealth Player object without stealth condition Ring of stealth Player object with the stealth condition
Name: Initial State: Input: Expected Output:	Ring of Stealth Deactivate Player object with ring of stealth Remove ring Player object without the stealth condition
Name: Initial State: Input: Expected Output:	Ring of Teleportation Player object without random teleportation condition Ring of teleportation Player object with the random teleportation condition
Name: Initial State: Input: Expected Output:	Ring of Teleportation Deactivate Player object with ring of teleportation Remove ring Player object without the random teleportation condition
Name: Initial State: Input: Expected Output:	Ring of Regeneration Player object without regeneration condition Ring of regeneration Player object with the regeneration condition
Name: Initial State: Input: Expected Output:	Ring of Regeneration Deactivate Player object with ring of regeneration Remove ring Player object without the regeneration condition

Name:	Ring of Digestion
Initial State:	Player object without digestion condition
Input:	Ring of digestion
Expected Output:	Player object with the digestion condition
Name:	Ring of Digestion Deactivate
Initial State:	Player object with ring of digestion
Input:	Remove ring
Expected Output:	Player object without the digestion condition
Name:	Ring of Dexterity
Initial State:	Player object
Input:	Ring of dexterity
Expected Output:	Player object with dexterity increased by the appropriate amount
Name:	Ring of Dexterity Deactivate
Initial State:	Player object with ring of dexterity
Input:	Remove ring
Expected Output:	Player object with normal dexterity
Name:	Ring of Adornment
Initial State:	Player object
Input:	Ring of adornment
Expected Output:	Identical player object
Name:	Ring of Adornment
Initial State:	Player object with ring of adornment
Input:	Remove ring
Expected Output:	Identical player object

Name:	Ring of See-Invisible
Initial State:	Player object without the see-invisible condition
Input:	Ring of see-invisible
Expected Output:	Player object with the see-invisible condition
Name:	Ring of See-Invisible Deactivate
Initial State:	Player object with ring of see-invisible
Input:	Remove ring
Expected Output:	Player object without the see-invisible condition
Name:	Ring of Maintain-Armor
Initial State:	Player object without the maintain-armor condition
Input:	Ring of maintain-armor
Expected Output:	Player object with the maintain-armor condition
Name:	Ring of Maintain-Armor Deactivate
Initial State:	Player object with ring of maintain-armor
Input:	Remove ring
Expected Output:	Player object without the maintain-armor condition
Name:	Ring of Searching
Initial State:	Player object without the auto-search condition
Input:	Ring of searching
Expected Output:	Player object with the auto-search condition
Name:	Ring of Searching Deactivate
Initial State:	Player object with ring of searching
Input:	Remove ring
Expected Output:	Player object without the auto-search condition
Name:	Room Construction Check 1

Initial State:	Randomly generated room
Input:	None
Expected Output:	Verification that room's size is in valid range
Name:	Room Construction Check 2
Initial State:	Randomly generated room
Input:	None
Expected Output:	Verification that room edges are within valid bounds
Name:	Scroll Construction 1
Initial State:	None
Input:	Coordinate
Expected Output:	Scroll object in valid initial state
Name:	Scroll Construction 2
Initial State:	None
Input:	Coordinate, item context value, type identifier
Expected Output:	Scroll object in valid initial state
Name:	Scroll PseudoNames
Initial State:	Scrolls are uninitialized
Input:	initializeScrollNames command
Expected Output:	Vector of valid scroll psuedonames
Name:	Scroll of Protect Armor
Initial State:	Player with cursed armor
Input:	Scroll of protect armor
Expected Output:	Player with uncursed armor with protect-armor effect
Name:	Scroll of Hold Monster
Initial State:	Monster without the held flag
Input:	Scroll of hold monster

Expected Output:	Monster with the held flag
Name: Initial State: Input: Expected Output:	Scroll of Enchant Weapon Player with weapon Scroll of enchant weapon Player with uncursed weapon with higher enchant level
Name: Initial State: Input: Expected Output:	Scroll of Enchant Armor Player with armor Scroll of enchant armor Player with uncursed armor with higher enchant level
Name: Initial State: Input: Expected Output:	Scroll of Identity None Scroll identity No exceptions
Name: Initial State: Input: Expected Output:	Scroll of Teleportation Player at coordinate (0,0) Scroll of teleportation Player at coordinate != (0,0)
Name: Initial State: Input: Expected Output:	Scroll of Sleep Player without the sleep condition Scroll of sleep Player with the sleep condition
Name: Initial State: Input: Expected Output:	Scroll of Scare Monster None Scroll of scare monster No exceptions

Name:	Scroll of Remove Curse
Initial State:	Player with cursed weapon
Input:	Scroll of remove curse
Expected Output:	Player with uncursed weapon
Name:	Scroll of Create Monster
Initial State:	Level object
Input:	Scroll of create monster
Expected Output:	Level with 1 additional monster
Name:	Scroll of Aggravate Monster
Initial State:	Level with sleeping monsters
Input:	Scroll of aggravate monster
Expected Output:	Level with no sleeping monsters
Name:	Scroll of Magic Mapping
Initial State:	Unrevealed level
Input:	Scroll of magic mapping
Expected Output:	Level where all tiles have been revealed
Name:	Scroll of Confuse Monster
Initial State:	Player without the confuse-monster condition
Input:	Scroll of confuse monster
Expected Output:	Player with the confuse-monster condition
Name:	Stair Construction
Initial State:	None
Input:	Coordinate, direction value
Expected Output:	Stair object in valid initial state
Name:	Stair Direction Check

Initial State:	Stair constructed with direction
Input:	Direction value
Expected Output:	Verification stair has given direction value
Name:	Floor Passability Check
Initial State:	Floor object
Input:	None
Expected Output:	Verification floor is passable
Name:	Floor Symbol Check
Initial State:	Floor object
Input:	None
Expected Output:	Verification floor has correct symbol
Name:	Floor Transparency Check
Initial State:	Floor object
Input:	None
Expected Output:	Verification floor is transparent
Name:	Wall Passability Check
Initial State:	Wall object
Input:	None
Expected Output:	Verification wall is not passable
Name:	Wall Symbol Check
Initial State:	Wall object
Input:	None
Expected Output:	Verification wall has correct symbol
Name:	Wall Opacity Check
Initial State:	Wall object
Input:	None

Expected Output:	Verification wall is transparent
Name:	Corridor Passability Check
Initial State:	Corridor object
Input:	None
Expected Output:	Verification corridor is passable
Name:	Corridor Symbol Check
Initial State:	Corridor object
Input:	None
Expected Output:	Verification corrido has correct symbol
Name:	Corridor Transparency Check
Initial State:	Corridor object
Input:	None
Expected Output:	Verification corridor has special corridor transparency
Name:	Door Passability Check
Initial State:	Door object
Input:	None
Expected Output:	Verification door is not passable
Name:	Door Symbol Check
Initial State:	Door object
Input:	None
Expected Output:	Verification corridor has correct symbol
Name:	Door Transparency Check
Initial State:	Door object
Input:	None
Expected Output:	Verification Door has special corridor transparency

Name:	Door Trap
Initial State:	Player and level
Input:	Door trap
Expected Output:	Player at a level with depth + 1
Name:	Rust Trap
Initial State:	Player with enchanted weapon
Input:	Rust trap
Expected Output:	Player with unenchanted weapon
Name:	Sleep Trap
Initial State:	Player without the sleep condition
Input:	Sleep trap
Expected Output:	Player with the sleep condition
Name:	Bear Trap
Initial State:	Player without the immobilized condition
Input:	Bear trap
Expected Output:	Player with the immobilized condition
Name:	Teleport Trap
Initial State:	Player
Input:	Teleport trap
Expected Output:	Player at a different location
Name:	Dart Trap
Initial State:	Player
Input:	Dart trap
Expected Output:	Player with less hp
Name:	Tunnel Digging

Initial State:	Level and pair of unconnected rooms
Input:	Dig command
Expected Output:	Valid path between the two rooms
Name:	Open Inventory Screen
Initial State:	Playstate, player, empty level
Input:	Inventory key
Expected Output:	Inventory screen
Name:	Close Inventory Screen
Initial State:	Inventory screen, player, empty level
Input:	Exit key
Expected Output:	Playstate
Name:	Movement
Initial State:	Playstate, player, empty level
Input:	Movement key
Expected Output:	Player should be in expected location in the level
Name:	Open Status Screen
Initial State:	Playstate, player, empty level
Input:	Status key
Expected Output:	Status screen
Name:	Exit Status Screen
Initial State:	Status Screen, player, empty level
Input:	Exit key
Expected Output:	Playstate
Name:	No Wand Zap
Initial State:	Playstate, player with no wand
Input:	Zap key

Expected Output:	Unchanged playstate
Name: Initial State: Input: Expected Output:	Zap Wand Select Playstate, player with wand, empty level Zap key, then direction key Inventory Screen
Name: Initial State: Input: Expected Output:	Zap Wand Fire 1 Inventory wand select Item select hotkey Playstate
Name: Initial State: Input: Expected Output:	Zap Wand Fire 2 Inventory wand select Item select hotkey wand with charges - 1
Name: Initial State: Input: Expected Output:	Game Quit Playstate Quit key and confirmation key RIPScreen
Name: Initial State: Input: Expected Output:	Wand Construction 1 None Coordinate Wand in valid initial state
Name: Initial State: Input: Expected Output:	Wand Construction 2 None Coordinate, item context value, type specifier Wand in valid initial state

Name:	Wand of Teleport Away
Initial State:	Player, nearby monster
Input:	Wand of teleport away
Expected Output:	Monster has distance to player $i = 20$
Name:	Wand of Slow Monster
Initial State:	Player, monster without slowed flag
Input:	Wand of slow monster
Expected Output:	Monster has slowed flag
Name:	Wand of Invisibility
Initial State:	Player, monster without invisible flag
Input:	Wand of invisibility
Expected Output:	Monster with invisible flag
Name:	Wand of Polymorph
Initial State:	Player, monster
Input:	Wand of polymorph
Expected Output:	Different monster at previous monster's locations
Name:	Wand of Haste Monster
Initial State:	Player, monster without haste flag
Input:	Wand of haste monster
Expected Output:	Monster with haste flag
Name:	Wand of Magic Missile
Initial State:	Player, monster
Input:	Wand of magic missile
Expected Output:	Monster with reduced hp
Name:	Wand of Cancellation

Initial State:	Player, monster without cancelled flag
Input:	Wand of cancellation
Expected Output:	Monster with cancelled flag
Name:	Wand of Do Nothing
Initial State:	Player, monster
Input:	Wand of do nothing
Expected Output:	No exceptions
Name:	Wand of Drain Life
Initial State:	Player with reduced health, monster
Input:	Wand of drain life
Expected Output:	Player with increased health, monster with reduced health
Name:	Wand of Cold
Initial State:	Player, monster
Input:	Wand of cold
Expected Output:	No exceptions
Name:	Wand of Fire
Initial State:	Player, monster
Input:	Wand of fire
Expected Output:	No exceptions
Name:	Weapon Construction 1
Initial State:	None
Input:	Coordinate
Expected Output:	Weapon in valid initial state
Name:	Weapon Construction 2
Initial State:	None
Input:	Coordinate, item context value, type specifier

Expected Output:	Weapon in valid initial state
Name: Initial State: Input: Expected Output:	Weapon Identification Check Identified weapon None Verification that weapon is identified
Name: Initial State: Input: Expected Output:	Weapon Curse Check Cursed weapon None Verification that weapon is cursed
Name: Initial State: Input: Expected Output:	Weapon Name Check Weapon None Verification that weapon has valid name
Name: Initial State: Input: Expected Output:	Weapon Enchantment Check Cursed weapon None Verification that weapon has expected enchantment values

8 Trace to Requirements

The following table maps each implemented test file to a set of functional and non-functional requirements

Table 3: **Test-Requirement Trace**

File	Related Requirement(s)
test.amulet.cpp	FR.25
test.armor.cpp	FR.29, FR.34, FR.39,
test.coord.cpp	FR.17
test.feature.cpp	FR.5, FR.13, FR.14, FR.15, FR.25, FR.31
test.food.cpp	FR.5, FR.31
test.goldpile.cpp	FR.5
test.item.cpp	FR.5, FR.13, FR.14, FR.15, FR.25, FR.30 FR.31
test.itemzone.cpp	FR.5, FR.9, FR.26
test.level.cpp	FR.16-19
test.levelgen.cpp	FR.16-19
test.main.cpp	Put everything together
test.mob.cpp	FR.37, FR.38, FR.39
test.monster.cpp	FR.35-39
test.playerchar.cpp	FR.9-15, FR.26-34, NFR.5
test.potion.cpp	FR.5, FR.13, FR.14, FR.15, FR.25, FR.31
test.ring.cpp	FR.5, FR.13, FR.14, FR.15, FR.25, FR.31
test.room.cpp	FR.17, FR.18, FR.19, FR.21
test.scroll.cpp	FR.5, FR.13, FR.14, FR.15, FR.25, FR.31
test.stairs.cpp	FR.18, FR.19
test.terrain.cpp	FR.13, FR.15, FR.18, FR.19, FR.23, FR.24
test.testable.cpp	Defines test-suite
test.testable.h	Defines test-suite
test.trap.cpp	FR.12, FR.15, FR.19, FR.20, FR.23, FR.24, FR.34
test.tunnel.cpp	FR.17, FR.19
test.uistate.cpp	FR.1-4, FR.6-10, NFR.1, NFR.3, NFR.5
test.wand.cpp	FR.5, FR.13, FR.14, FR.15, FR.25, FR.31
test.weapon.cpp	FR.5, FR.13, FR.14, FR.15, FR.25, FR.31

9 Trace to Modules

The following table re-iterates the modules of the project, along with their respective domain and module ID. The module IDs are used to refer to modules in the trace. More about the modules can be found in the Module Guide.

Table 5: **Module Hierarchy**

Level 1	Level 2	
Hardware-Hiding Module	BasicIO	M1
	Doryen	M2
	Input Format	M3
Behaviour-Hiding Module	External	M4
	Item	M5
	Level	M6
	LevelGen	M7
	MainMenu	M8
	Mob	M9
	Monster	M10
	PlayerChar	M11
	RipScreen	M12
	PlayState	M13
	SaveScreen	M14
	UIState	M15
Software Decision Module	Coord	M16
	Feature	M17
	ItemZone	M18
	MasterController	M19
	Random	M20
	Terrain	M21

The following table maps test files, which implement tests, to specific modules, given by their IDs.

Table 6: **Test-Module Trace**

File	Related Module(s)
test.amulet.cpp	M7, M13, M15
test.armor.cpp	M5, M9, M11
test.coord.cpp	M2, M5, M6, M7, M16, M20
test.feature.cpp	M5, M11, M17, M18
test.food.cpp	M5, M6, M7, M11, M13
test.goldpile.cpp	M5, M6, M7, M10, M11, M17, M18
test.item.cpp	M5, M17
test.itemzone.cpp	M5, M6, M16, M17, M18
test.level.cpp	M5, M6, M10, M11, M16, M17, M20
test.levelgen.cpp	M5, M6, M10, M16, M17, M20, M21
test.main.cpp	None (Puts everything together)
test.mob.cpp	M9, M10, M11, M13, M15, M16
test.monster.cpp	M9, M10, M16
test.playerchar.cpp	M5, M6, M9, M11, M12, M13, M15, M16, M17, M18, M19
test.potion.cpp	M5, M6, M7, M10, M11, M17, M18
test.ring.cpp	M5, M6, M7, M10, M11, M17, M18
test.room.cpp	M6, M7, M16, M20
test.scroll.cpp	M5, M6, M7, M10, M11, M17, M18
test.stairs.cpp	M7, M17, M19, M21
test.terrain.cpp	M6, M7, M20, M21
test.testable.cpp	Defines test-suite
test.testable.h	Defines test-suite
test.trap.cpp	M6, M7, M11, M15, M17
test.tunnel.cpp	M5, M6, M16
test.uistate.cpp	M4, M8, M12, M13, M15, M19
test.wand.cpp	M5, M6, M7, M10, M11, M17, M18
test.weapon.cpp	M5, M6, M7, M10, M11, M17, M18

10 Code Coverage Metrics

By looking at the test-requirements matrix, and also cross-referencing the test-module trace above with the module-requirements trace given in the Module Guide, it is possible to determine exactly which functional and non-functional requirements were satisfied with the test cases we created.

As can be expected, near **complete coverage** of both functional and non-functional requirements is achieved. Except for a few non-functional requirements, the modules and direct requirements reflected in the test cases offer a complete coverage of the requirements. Some (in particular, non-functional) requirements are nigh impossible to test using code. An example includes NFR.2: "The Rogue Reborn game shall be fun and entertaining." Whatever software exists that can determine such a thing would never pass the Turing test, and thus can be deemed an impossibility as of current technology. But while it is impossible to test with code, such a thing is easily testable with human playtesters.

Along with NFR.2, several non-functional requirements were not feasible to assert with software, but all were correctly proven by other means, most of which involved manual human labor.

To expand on the previous statements, we encountered some requirements where the achievable target was difficult to materialize, but still algorithmic and computational in nature. A prime example of this is the luminosity constraint, which ruled that no two consecutive frames may have a change in brightness greater than some defined delta. In order to properly measure this, we had to go outside of the program, and write a separate script to do the hard work. We used python to calculate the pixel-accurate luminosity of some key screenshots, and using the calculation proposed by the non-functional requirement, arrived at correct results. The results were deemed close enough to the predefined delta, which itself was based more or less on our intuition.