

## Testare Snake Game

Primul pas a fost deschiderea aplicatiei in web browser:

1. Am deschis un terminal in fisierul server si am rulat comanda "npm run start " pentru a deschide serverul
2. Am deschis un terminal in fisierul client si am rulat comanda "npm run serve" pentru a porni clientul

```
PS C:\Users\ilupa\Desktop\Snake(2)\Snake\client> npm run serve

> client@0.1.0 serve C:\Users\ilupa\Desktop\Snake(2)\Snake\client
> vue-cli-service serve

INFO Starting development server...
98% after emitting CopyPlugin

DONE Compiled successfully in 2205ms

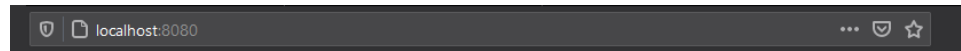
App running at:
- Local: http://localhost:8080/
- Network: http://192.168.43.49:8080/

Note that the development build is not optimized
```

Avand la dispozitie 2 link-uri le-am testat pe ambele in browsere diferite:

1. In Mozilla Firefox

a. La host-ul local : <http://localhost:8080/>

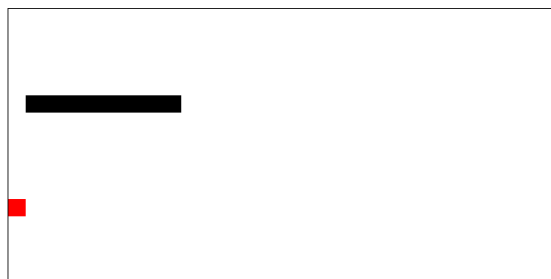


b. La host-ul de network : <http://192.168.43.49:8080/>



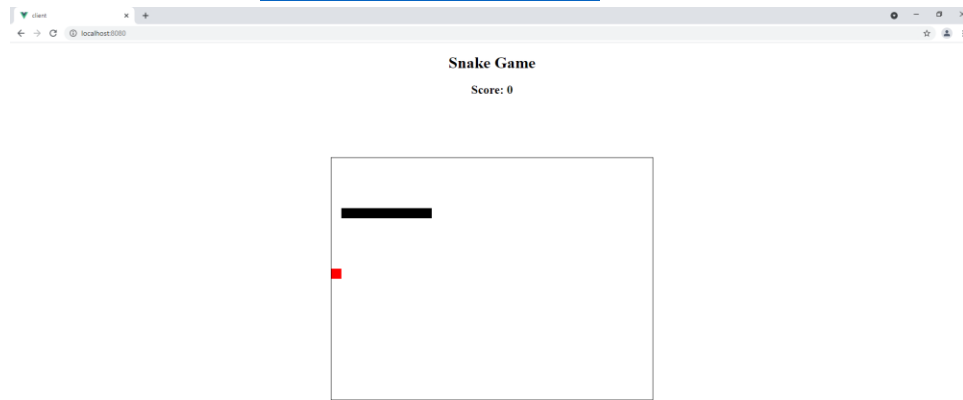
**Snake Game**

**Score: 0**

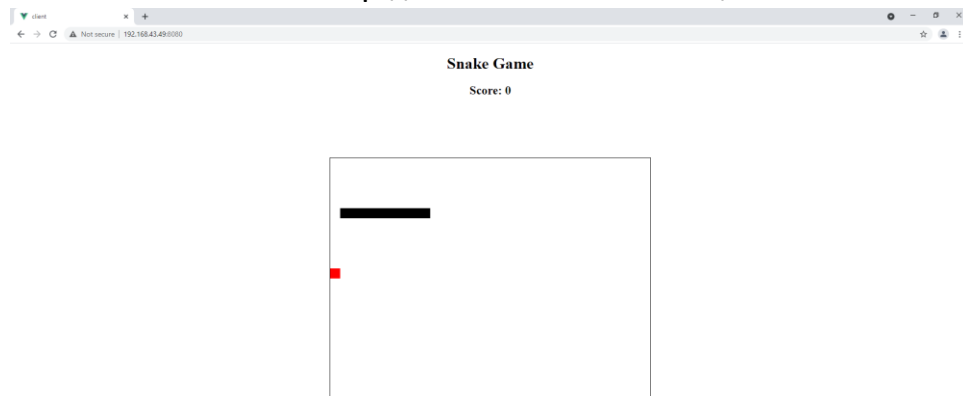


2. In Google Chrome :

a. In host-ul local : <http://localhost:8080/>



b. In host-ul network : <http://192.168.43.49:8080/>



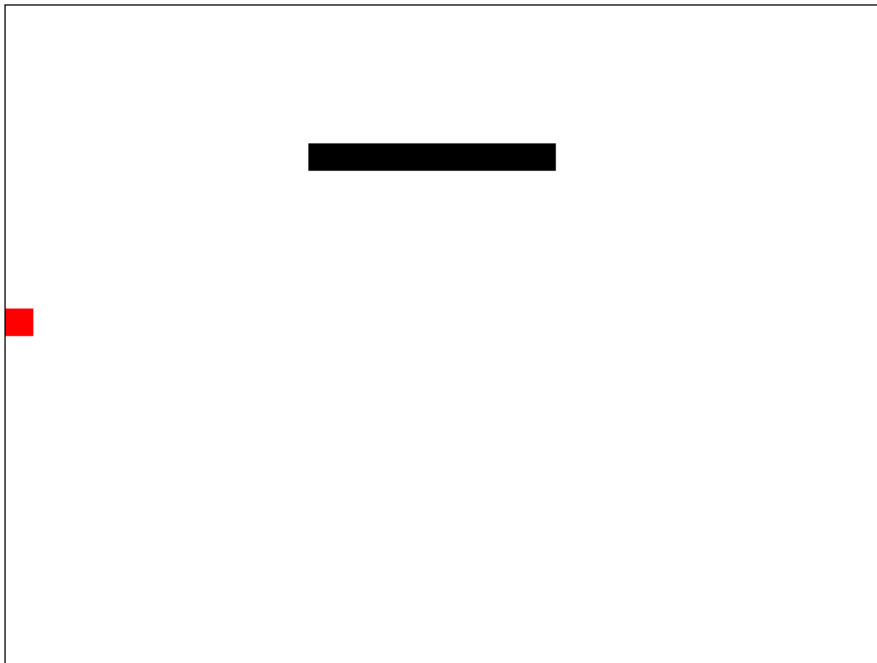
Am ajuns la concluzia ca aplicatia se deschide indiferent de browser-ul ales si de link-ul accesat.

Urmatorul pas a fost testarea comenzilor de miscare :

1. Deplasare la dreapta:

### Snake Game

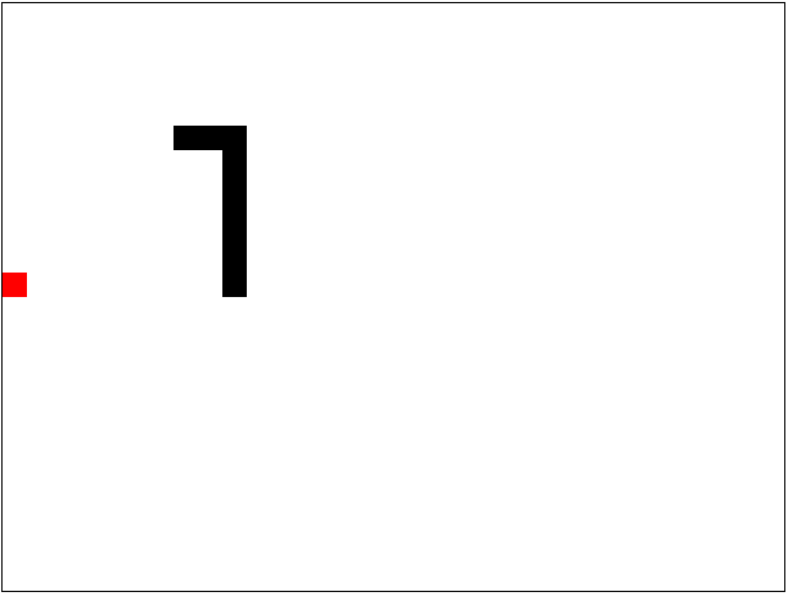
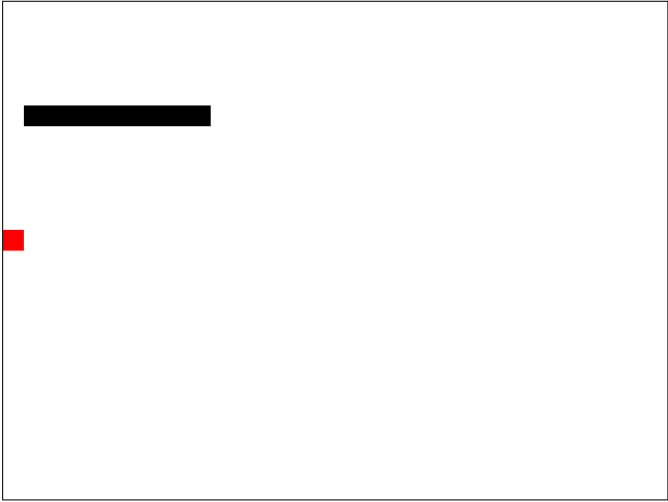
Score: 0



2. Deplasarea la stanga:

**Snake Game**

Score: 0



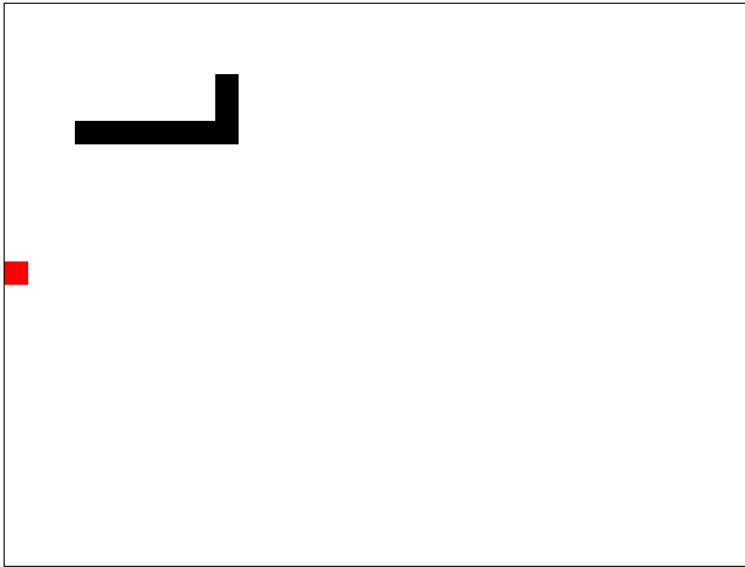


3. Deplasare in sus:

**Snake Game**

Score: 0



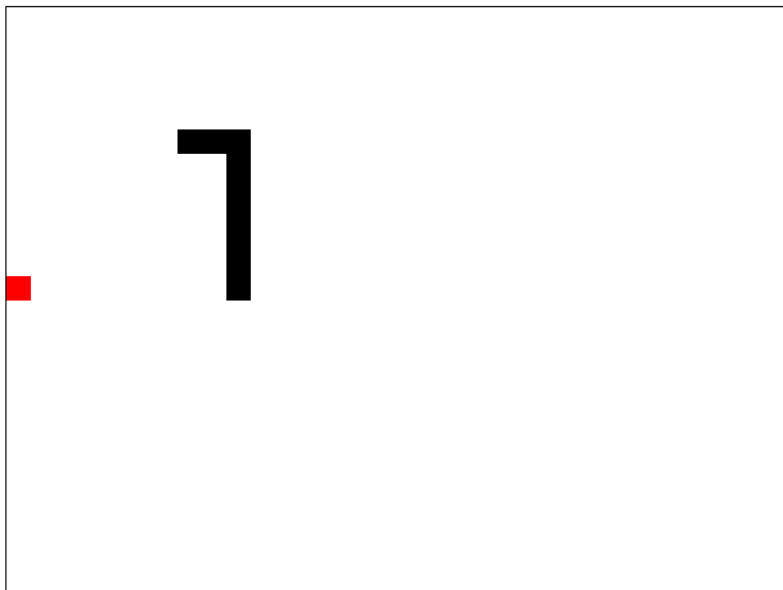


4. Deplasare in jos:

**Snake Game**

**Score: 0**





Dupa cum se poate observa comenzile de miscare functioneaza cum trebuie.

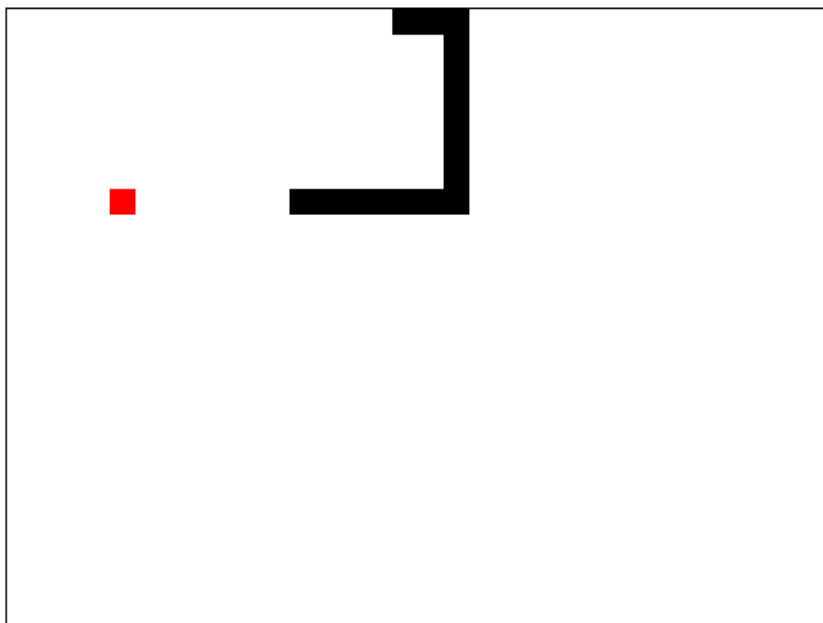
Urmatorul pas a fost testarea mancarii :

- Sarpele trebuie sa isi schimbe lungimea:
- Mancarea trebuie sa repara:
- Scorul trebuie sa creasca:



## Snake Game

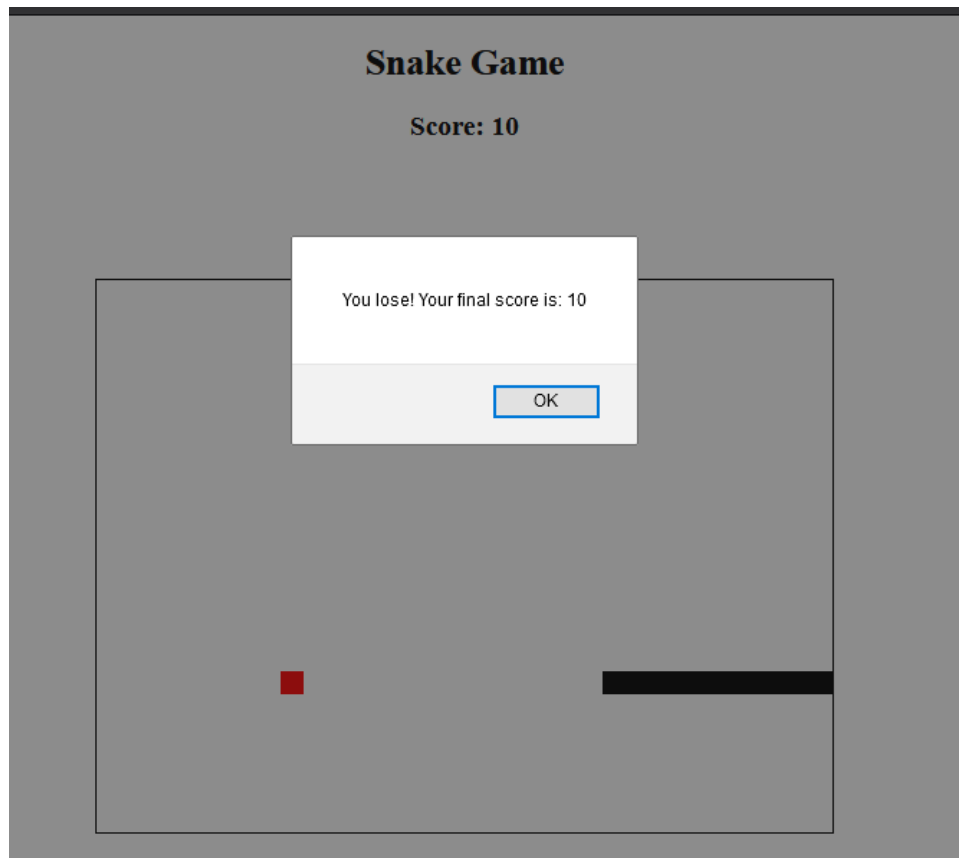
Score: 70



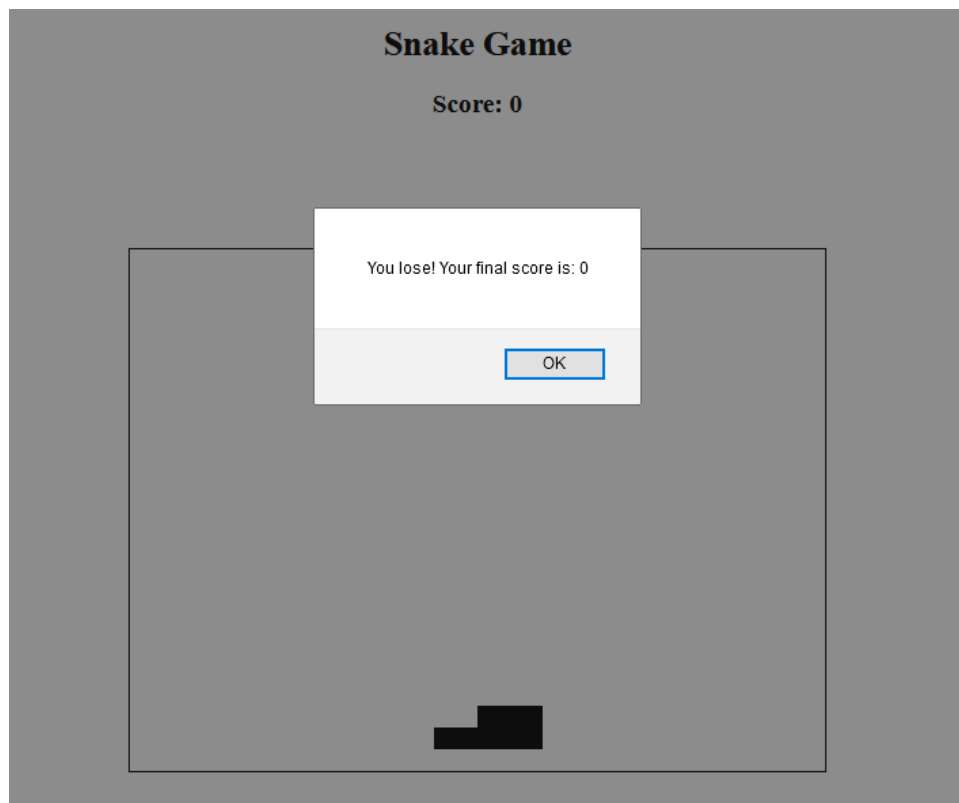
Dupa cum se poate observa , sarpele isi modifica dimensiunea, mancarea reapare pe ecran intr-o pozitie aleatoare iar scorul este incrementat.

Ultimul pas a fost testarea cazurilor in care jocul se incheie:

1)Testarea marginilor:



2) Testarea atingerii proprii (daca sarpele incearca sa se manance singur)



In concluzie, consideram acest proiect ca fiind bine realizat, deoarece respecta functionalitatile esentiale ale unui joc clasic SNAKE.