

For our final project, we created the game 2048. We built a test suite for our project to demonstrate that it works as intended and for us to look for any potential problems.

We used a combination of glass box and black box testing to demonstrate that our code works.

To achieve black-box testing, we aimed for every function to have 1-3 tests of typical inputs in addition to tests on all corner cases we could think of. To achieve glass-box tests, we ran bisect and added additional tests, if needed, to get above 90% coverage on both files. The combination of black-box and glass-box testing demonstrates that our code works since black-box testing ensures our code meets the specifications that we set for it while glass-box testing ensures that every branch of our code is tested and functions correctly.