

# Testing Report

This document describes the the testing approach that our group took. We were tasked with testing group Fett's game. We came up with a testing strategy that is detailed below. We implemented this strategy and effectively discovered a few bugs. It should be noted that the state of the project was not very far along so there are not too many things to test. We also tried to mention some features and small improvements to the current game play.

## Game Tested

- Group Fett

## Testing plan

1. Test inputs at menus. These menus ask for a letter to be input.
  - Test null input
  - Test letters not in the menu
  - Test numbers
  - Test words
2. Test in-game menu. This menu requires you to move a selector over a menu item and press enter
  - Try all menu items (manual mentions they are not all active)
  - Try pressing other keys while in menu
3. Test moving around in the world
  - Test normal keys
  - Try to move out of map
  - Press different buttons while in move mode
  - Play the game as directed
4. Test Character names for saving and loading
  - Test really long names
  - Test names with different character types
  - Test names with characters that will not work for Linux file names
5. Try re-sizing the window
6. Try everything you can think of to do
7. Always do the opposite of what you are told
8. Try doing everything that is allowed to make sure it all works as expected
9. Try to identify improvements to the user experience
  - How could experience be made more intuitive
  - How to improve instruction
  - How to improve user experience

## Bugs/Feature Requests

We submitted all bugs we found and suggested some feature requests. See the group Fett repository for details. Some bugs have already been marked as solved.