# Test Case Metrics Summary

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Phase I: Ships that Fires Bullets | Phase II: Aliens | Phase III: Scoring | Total |
| Number of test cases planned: | 3 | 4 | 5 | 12 |
| Test Cases Executed: | 3 | 4 | 5 | 12 |
| Test Cases Passed: | 3 | 4 | 5 | 12 |
| Test Cases Failed: | 0 | 0 | 0 | 0 |

# Unit Test Cases

## Phase I: Ships that Fires Bullets

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <1.1.b> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Drawing the ship on the screen. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <1.3.c> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Moving both left and right. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <1.4.d> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Firing Bullets. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

## Phase II: Aliens

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <2.1.b> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Create an instance of the alien. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <2.2.c> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Create a rows of aliens. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <2.3.c> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Dropping the fleet and changing the fleet’s direction. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <2.4.a> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Detecting bullet collisions with the aliens. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

## Phase III: Scoring

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <4.1.b> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Drawing the play button to the screen. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <4.3.c> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Making a Scoreboard. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <4.3.i> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Displaying high scores. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Software Requirement <4.3.j> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Displaying the level. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |
| Software Requirement <4.3.k> | | | |
| Related Code | | Related Output/Image | |
|  | |  | |
| Unit Test | | | |
| Description: Displaying the number of ships the player has. | | | |
| Recommendations: | | | |
| Passed? | Yes | **Comments:** |  |

# Overall Software Test Recommendations & Conclusions

This testing was conducted after the first iteration of development was completed. Syntax errors were observed during the code development process however they were resolved before the unit test was performed. Per the software requirements 12 key milestones were identified and used to meet for success of this unit test.