Tutorial 12: MiniShmup

Thomas Chapman

# Specification

Develop a game using different given code bases.

Text

Description automatically generated

# Technical design

# Test plan

Here is a table of test results, the contents are my expected and actual results just after the program has first been opened to check that the logic works.

|  |  |  |
| --- | --- | --- |
| Input/Scenario | Expected Output | Actual Output |
| User opens the program | “OPTIONS: W for withdrawal, C for credit, B for balance, E for exit”  "ENTER YOUR CHOICE: " | “OPTIONS: W for withdrawal, C for credit, B for balance, E for exit”  "ENTER YOUR CHOICE: " |
| “B” or “b” during enterOption | “THE BALANCE IS: £20” | “THE BALANCE IS: £20” |
| “W” or “w” during enterOption | "ENTER AMOUNT TO BE DEBITED: £" | "ENTER AMOUNT TO BE DEBITED: £" |
| 17 during withdraw, followed by displayBalance | “THE BALANCE IS: £3” | “THE BALANCE IS: £3” |
| 21 during withdraw | “ERROR: OPERATION REFUSED!” | “ERROR: OPERATION REFUSED!” |
| “C” or “c” during o enterOption | “ENTER AMOUNT TO BE CREDITED: £" | “ENTER AMOUNT TO BE CREDITED: £" |
| 42 during credit, followed by displayBalance | “THE BALANCE IS: £62” | “THE BALANCE IS: £62” |
| 3 during withdraw, followed by 7 during credit, followed by displayBalance | “THE BALANCE IS: £24” | “THE BALANCE IS: £24” |
| “E” or “e” during enterOption | Program closes | Program closes |
| Anything else during enterOption | “ERROR: INVALID CHOICE, TRY AGAIN!” | “ERROR: INVALID CHOICE, TRY AGAIN!” |

# Schedule

Estimated and actual amount of hours spent on each part of the program:

* Spec: Estimated 0.25, Actual 0.25
* Design: Estimated 0.5, Actual 0.5
* Implement: Estimated 0.5, Actual 0.25
* Debug and test: Estimated 0.25, Actual 0.25
* Slack: Estimated 0.25, Actual 0
* Total: Estimated 1.5, Actual 1.5

This was done within my estimated time limit, overall I’m very happy with the outcome.