Test plan

We have not done testing anything yet. We are still doing coding stuffs that is quite abstract with no “I can see that this works” validation at a human level (not really UI stuff yet).

Frontend has *kind of* been doing testing in the sense that “does it appear on the screen and work” is “testing”. There has been no real “record these steps as code and run them on every change to the code as tests” tests. It’s mostly been a general human verification of “does this thing work as expected”.

What we want to do in the future

Maybe we take one person from the backend team (3 people) and have them do some example-like unit tests using Vitest.

Example-like tests where it’s less of a “unit test” and more of an “integration test” where you actually *use the entire backend library to play an example game*.

Frontend people (2 people) will continue to do “does it look good” testing on a human level to make sure that the UI looks OK and doesn’t break. This is very easy to do with the StackBlitz live-reload preview feature that gives instant feedback on what you changed on the UI level.

This live reload preview “human testing” could be used on the backend as well if the frontend integrates the backend code and provides a usable interface for the backend people to test their changes using the fancy frontend buttons and stuff instead of testing code stuff.

Delivery plan

We are going to give the professor the source code of the project https://github.com/jcbhmr/card-battle and a deployed website at https://jcbhmr.me/card-battle/. The source code will be provided as a GitHub repository URL. The website will be live and viable at another given URL that you can see and grade. We are using a static web host that is free – GitHub Pages.

That’s all the deliverables. It’s a pretty basic project. It’s just the source code and some deployed HTML & JavaScript files.