

Exercise 1.2:

Test Charter: Analyze and test the JPacman game

Actor: Novice gamer

Purpose: To explore the JPacman java program and identify potential missing features/functionalities.

Setup: A JPacman Java project imported into Eclipse compiled by Maven. JPacman is run as a Java application in eclipse and then explored.

Priority: High. The game is useless if it cannot be played fairly and doesn't behave reasonably.

Reference: <https://s3.amazonaws.com/piazza-resources/ij60by7lpxh4n2/ijpz5au1n8o4eo/assignment1.pdf?AWSAccessKeyId=AKIAIEDNRLJ4AZKBW6HA&Expires=1453881867&Signature=F%2FxFkH3AB9WRcU1PKW3DtYIQAmI%3D>

Data: Variety of user clicks, drags and maneuvering of the Mr. pacman.

Activities/Test Scenarios:

1. Moving pacman (Landmark tour):
 - a. Run the JPacman application
 - b. Click start button
 - c. Try to move pacman
 - d. Result/bug: Pacman does not move. Expected behavior: pacmman moves.
 - e. Click exit button
2. Watching gameplay (Couch potato tour):
 - a. Run the JPacman application
 - b. Click start button
 - c. Watch game play. Study how red players move around maze
 - d. Eventually, red player finds pacman and eats him.
 - e. Bug: There is no "reset/restart" button. Player always must exit game and rerun program.
3. Modify status text field (antisocial tour):
 - a. Run the JPacman application
 - b. Click start button
 - c. Try to edit status text field
 - d. Notice it is un-editable
 - e. Result/bug: text field has no descriptive label to user. Expected result: have label for field followed by plain text without textbox field so that user doesn't attempt to edit it.
 - f. Click exit button

Exercise 1.3

- There are 10 test classes
- There are 39 test cases

Exercise 1.4