Cse – 3310

Project Group 15

5/1/2024

Testing Summary, Reliability, and Defects

**Testing Summary:**

In our testing phase, we focused on making sure that the functionality of our software system could be checked easily. These tests were designed to check the main parts of our game, targeting both the core logic of our game system and the interactions between functions. Our main goal was to check that the system runs as intended under various scenarios and to identify any potential bugs that could affect the user experience or system integrity.

With that being said, there are a few defects or bugs that we weren’t able to fix within the deadline. These defects are mostly in scalability, high-level performance, and proper app testing. These defects don’t limit the main functionalities of the word search game; they could lead to poor system performance or a poor a poor future player experience. But overall, the word search game is playable and functional. I enjoyed the development process, and I hope everyone takes this experience and improves from it.

**Reliability & Defects not Fixed:**

Overall, the system is pretty reliable from a stability perspective as we did not come across any hard fails on any of the system functions during testing and live runs on the cse3310 website. That, however, does not mean that the system does not have its fair share of defects. Below will be a list of defects that we were not able to fix before the hard due date of the system:

1. There are problems with resetting the color of letters where when the color of a letter needs to be reset, it resets to white instead of the previous color of the button, so if a color is reset, it will go to white even if it is supposed to be a player’s color because it was scored. This defect mainly occurs when highlighted letters are reset from yellow to their previous color. (this covers two of the unsolved defects in the excel)
2. Our wordlist only displays 10 words despite our list of valid words is length 11. This was a couple of hours before the due date, so we chose to focus our sights on some of the more important defects and this got left behind. (This covers two of the unsolved defects in the excel)
3. We ran out of time and did not have time to implement the rematch function at the end of the game. We currently just have a back to start screen button.
4. We also did not have the time to implement a rules page before a player joins a game.
5. We did not meet the requirement of pausing or cancelling the game if one of the players leaves while the game is active. This requirement ended up being too complex for us and we put it by the wayside to come back to if we had left over time. We did not.