Software Engineering Group Project

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CONTENTS

1. INTRODUCTION

This is the test report that holds all the tests specified in the Testing Specification document (TestSpecGO2 [1]) and whether they passed or failed with justification.

2. BODY OF DOCUMENT

2.1 System Tests

Test Ref	Test Content	Pass or fail	Why it failed
SE-06-01	On start-up check that the user is prompted for the names.	Pass	
SE-06-02	Check that the first character is alphanumeric.	Pass	
SE-06-03	Check that empty names are not allowed.	Pass	
SE-06-04	Check that repeated names are not allowed.	Pass	
SE-06-05	Check that expected input is stored correctly	Pass	
SE-06-06	Check that name lengths are limited.	Pass	
SE-06-07	Check that the port assignment works as intended.	Pass	
SE-06-08	Check that the number of each kind of crew card is correct.	Pass	
SE-06-09	Check that the cards are randomly sorted.	Pass	
SE-06-10	Check that cards are dealt from the top.	Pass	
SE-06-11	Check that cards are returned to the bottom.	Pass	
SE-06-12	Check that cards stored is exactly 28 cards, no more no less.	Pass	
SE-06-13	Ensure that all 28 cards are randomly sorted.	Pass	
SE-06-14	Ensure that the first card in the deck is drawn from the top and replaced if needed at the bottom.	Pass	
SE-06-15	Check that if a card is drawn and a user keeps it, that its noted.	Fail	Player holding cards was never implemented.
SE-06-16	Check that in the game there is 20 pieces of treasure.	Pass	
SE-06-17	Check that there are 5 types of treasure.	Pass	
SE-06-18	Ensure that there are 4 pieces of each type of treasure.	Pass	
SE-06-19	Check that treasure has randomly been assigned on other islands.	Pass	
SE-06-20	Ensure that once all treasure has been assigned that any requests to obtain treasure from Treasure Island should be denied.	Pass	
SE-06-21	Maintain a count of cards in each player's hand with their value.	Pass	
SE-06-22	Record the total available distance a player can move in one turn.	Pass	
SE-06-23	Calculate the fighting power of each player.	Pass	
SE-06-24	Record any chance cards that players may hold.	Fail	Player holding never implemented
SE-06-25	Record the items of treasure on each player's ship.	Pass	
SE-06-26	Check the location and orientation of the ship.	Pass	
SE-06-27	Note the players home port.	Pass	
SE-06-28	Check that the cards at each port are accurate.	Pass	
SE-06-29	Check that the treasures at each port are accurate.	Pass	
SE-06-30	Check that each of the four home ports has stored one player, and the two trading ports have not.	Pass	
SE-06-31	Check that flat island can store cards accurately.	Pass	

SE-06-32	Check that flat island can store treasure accurately.	Pass	
SE-06-33	Check that the 20x20 board is displayed properly.	Pass	
SE-06-34	Check that all the features in the board (ports, islands...) are displayed properly.	Pass	
SE-06-35	Check that each ship is displayed properly on the board.	Pass	
SE-06-36	Check that the info for each player is displayed properly.	Pass	
SE-06-37	Check that the info for each port is displayed properly.	Pass	
SE-06-38	Check that the info for flat island is displayed properly.	Pass	
SE-06-39	At the beginning of a game, after the first setup (i.e., player details recorded and home port set) player is dealt 5 cards.	Pass	
SE-06-40	Make sure that trading ports are dealt 2 cards.	Pass	
SE-06-41	Calculates the value of items for each port and ensures it adds up to 8.	Pass	
SE-06-42	Ships should be assigned to each player's home ports.	Pass	
SE-06-43	Checking the order of player turns depending on home port location.	Pass	
SE-06-44	Make sure the ship cannot turn if in a port.	Pass	
SE-06-45	That a player cannot move any further than the permitted legal squares.	Pass	
SE-06-46	Players who are on the coast of Treasure Island or in a port are invulnerable. Making it illegal to attack.	Pass	
SE-06-47	If a player moves into a square already occupied and is legal, then the attack sequence starts.	Pass	
SE-06-48	As long as there has been no attack in the players turn nor are they in a port, after they move in their turn the game should ask if the player would like to turn their ship.	Pass	
SE-06-49	Game should compare fighting strengths if player attacks another player. Whoever has the higher strength wins the fight.	Pass	
SE-06-50	Loser of the fight gives up their treasure on the ship.	Pass	
SE-06-51	Make sure that no player can accommodate more than 2 pieces of treasure on their ship.	Pass	
SE-06-52	If a player defeats another and already has 2 pieces of treasure, system should place defeated players treasure back on treasure island.	Pass	
SE-06-53	If a player loses a fight but has no treasure. They hand over two of their lowest cards to the winner.	Pass	
SE-06-54	If a player loses a fight but has no treasure and only one card. They hand over that one card to the winner.	Pass	
SE-06-55	Loser must move at least one move. They can move up to the maximum legal squares available.	Pass	
SE-06-56	Losing player is allowed a change of direction after moving.	Pass	
SE-06-57	Winner stays in the direction they were moving/facing.	Pass	
SE-06-58	Player is next to Treasure Island, deal player top card of deck.	Pass	
SE-06-59	Game conducts what the chance card says.	Pass	
SE-06-60	Check that the chance cards from UC13 transfer crew cards properly	Pass	
SE-06-61	Check that the chance cards from UC14 transfer crew cards properly	Pass	
SE-06-62	Check that the chance cards from UC15 transfer treasure properly	Pass	
SE-06-63	Check that the chance cards from UC16 transfer treasure properly	Pass	
SE-06-64	Player is next to Flat Island, award player with treasure.	Pass	
SE-06-65	While holding a treasure, player is awarded the most valuable piece	Pass	

	of treasure.		
SE-06-66	While having a full ship and being next to Flat Island, no treasure is given.	Pass	
SE-06-67	While next to Flat Island, award player cards from the island.	Pass	
SE-06-68	Check to see that there's cards to be awarded to the player on Flat Island.	Pass	
SE-06-69	When a player arrives at their Home Port, any treasure in their ship is unloaded.	Pass	
SE-06-70	When arriving at another port, player should be shown the values of their treasure and cards as well as the available treasure and cards at the port.	Pass	
SE-06-71	Test to see if player can trade with a port that has available treasure and or cards.	Pass	
SE-06-72	Test to see if player can trade with a port that has no available treasure and or cards.	Pass	
SE-06-73	Player trades loot or cards with the port for items of the equivalent value.	Pass	
SE-06-74	If the port is Home to another player, then cards traded at the port must go into that other player's hand.	Pass	
SE-06-75	Check that nothing happens if you do not have Kidd's chart.	Fail	Kidd's Chart never implemented
SE-06-76	Check that the game gives two pieces of treasure in anchor bay when possible if you have Kidd's chart.	Fail	Kidd's Chart never implemented
SE-06-77	Check that the game gives one piece of treasure in anchor bay when possible if you have Kidd's chart.	Fail	Kidd's Chart never implemented
SE-06-78	Check that the game does not give treasure to a full ship.	Pass	
SE-06-79	Check that the game does not give treasure if there is not any in treasure island.	Pass	
SE-06-80	Check that the game does not end with less than 20 treasure.	Pass	
SE-06-81	Check that the game ends with 20 treasures.	Pass	
SE-06-82	Check that the game ends with over 20 treasures.	Pass	
SE-06-83	Check that the game returns to the beginning if the players choose to play again.	Pass	

2.2 Equivalence Partitioning

Test Ref	Invalid	Valid		Invalid
SE-06-06	0	1	15	16
	Partition 1	Partition 2		Partition 3
	-1	8		20

Test Ref	Invalid	Valid		Invalid
SE-06-16	0	1	20	21
	Partition 1	Partition 2		Partition 3
	-1	20		30

REFERENCES

[1] TestSpecG02 Alessandro Lewis [all49], Alvaro Fernandez de la Fuente [alf56], SE.G02.TestSpec, 1.2 Release

DOCUMENT HISTORY

Version	Issue No.	Date	Changes made to document	Changed by
0.1	N/A	01/05/2022	N/A - original version, just a template.	alf56
0.2	N/A	02/05/2022	Partly populated test table	all49
0.3	N/A	05/05/2022	Finished Populating	all49
0.4	N/A	06/05/2022	Added Test Results	all49
0.5	N/A	10/05/2022	Added Equivalence Partitioning	all49
1.0	N/A	11/05/2022	Final check	mub11