

## **Test 02 lead by Logan Li and Harry, with other team members, testing on final version of the game**

*Test date 01/05/2022*

### **Testing approach**

> What is being tested on

Desktop-1.0.jar (black box), whole project folder (white box)

From our team(team 9)

> Tested in which development cycle

Test & Integration

> Techniques used

Black box testing, White box testing (Unit testing by JUnit)

> Testing environment

Win10

VS Code (Logan)

IntelliJ (Other team members)

JUnit

> Testing purposes

Final testing of the finished project to identify bugs & errors & requirements failed to satisfy in the project

> Test cases designer

Logan Li, Harry

### **White box testing**

See "JUnit testing report" on our website

All team members have done at least some work testing on the units of code written by themselves, and Harry has contributed the most in the work of white box testing.

### **Black box testing**

All the black box testing work was done by Logan Li.

Business requirements list

See page 1 of the excel table

Tests cases list

See page 2 of the excel table

Traceability matrix

See page 3 of the excel table