Unit Testing Log

Software Engineering Project (SEPR)

Team "EEP"

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Note: All unit tests are included within the game code, and can be run using JUnit.

These tests will cover features implemented in assessment 4. There was a limited amount of functionality that could be tested using unit tests, due to a significant amount of changes being made in Controllers and Actors. As such more emphasis was placed on acceptance testing and black-box.

Test ID	Module	Test Description	Related Requirement	Category	Author	Status
1.1	intersectingConnectionsTest (MapTest)	Valid Data - It should be detected that two connections intersect within the map.	User Req Modify.2.2 Func. Req Modify.2.2	User, Functional	RC	Pass
1.2	nonIntersectingTestOne (MapTest)	Valid Data - It should be detected that two lines, despite not being parallel, do not intersect within the map.	User Req Modify.2.2 Func. Req Modify.2.2	User, Functional	RC	Pass
1.3	nonIntersectingTestTwo	Valid Data - It should be detected that two parallel lines do not intersect within the map.	User Req Modify.2.2 Func. Req Modify.2.2	User, Functional	RC	Pass
2.1	testAddConnectionModifierToPlayer	Valid Data - If a player is given a connection modifier, it should be contained within their resources.	User Req Modify.2.1 Func. Req Modify.2.1	User, Functional	RC	Pass
3.1	testSnapshots	Valid Data - If the game changes from normal state to animating state, there should be two	User Req Replay.1.1	User, Functional	AEF	Pass

		snapshots taken (one for each state). If attributes, such as routing details, are changed after the snapshots are taken - the act of replaying these snapshots should restore them to their recorded state.	Func. Req Replay.1.1, 1.2			
3.2	testSetReplay Speed	Valid Data & Extreme Data - The recording speed should be the same speed as gameplay. It should be able to be sped up, by at least 5 times the speed.	User Req Replay.1.2 Func. Req Replay.1.2	User, Functional	RC	Pass