

Project Eris Construction

Team Adrastos

June 11, 2009

1 Testing

1.1 Unit Testing

We are using Qt's testing package to test our core data and class structures. Since our first milestone, we have written new test code every time we program a new data structure or function. Thus, each and every code are tested immediately after any changes.

1.2 Integration Testing

For every change that we make to the code, we will test this on the current GUI to confirm that it has the desired effect. For this to work well, we need to document our expectations for code changes. After we sufficiently document our expectations, we will test the product as a whole to make sure everything works properly. If an unexpected error occurs any time during the procedure, the code will have to be revised.

1.3 User Acceptance Testing

To confirm from users that our game is both playable and intuitive, we will be asking a number of volunteers to play with our program. Our test group will mainly consist of RPI students of various degrees, although many will be computer science majors. The test will be conducted in the following fashion:

1. The user will be provided with the rules and any other information necessary to play the game.
2. The user will play as many games as they like.
3. During the process, record the results for the recording sheet below.
4. Once the user finishes the game, we will get the user's feedback and record their opinions on the application.

Test Description	Pass or Fail
Are the following controls acceptable?	
Move piece	
Place piece	
Rotate piece	
Flip piece	
Are the following GUI design decisions intuitive?	
Board	
Piece	
Piece Tray	
Are the following notifications understandable?	
Player's turn	
Valid move	
Invalid move	
Win condition	
Lose condition	
Are the rules comprehensible?	
Are you satisfied with the game?	

Table 1: User Acceptance Analysis

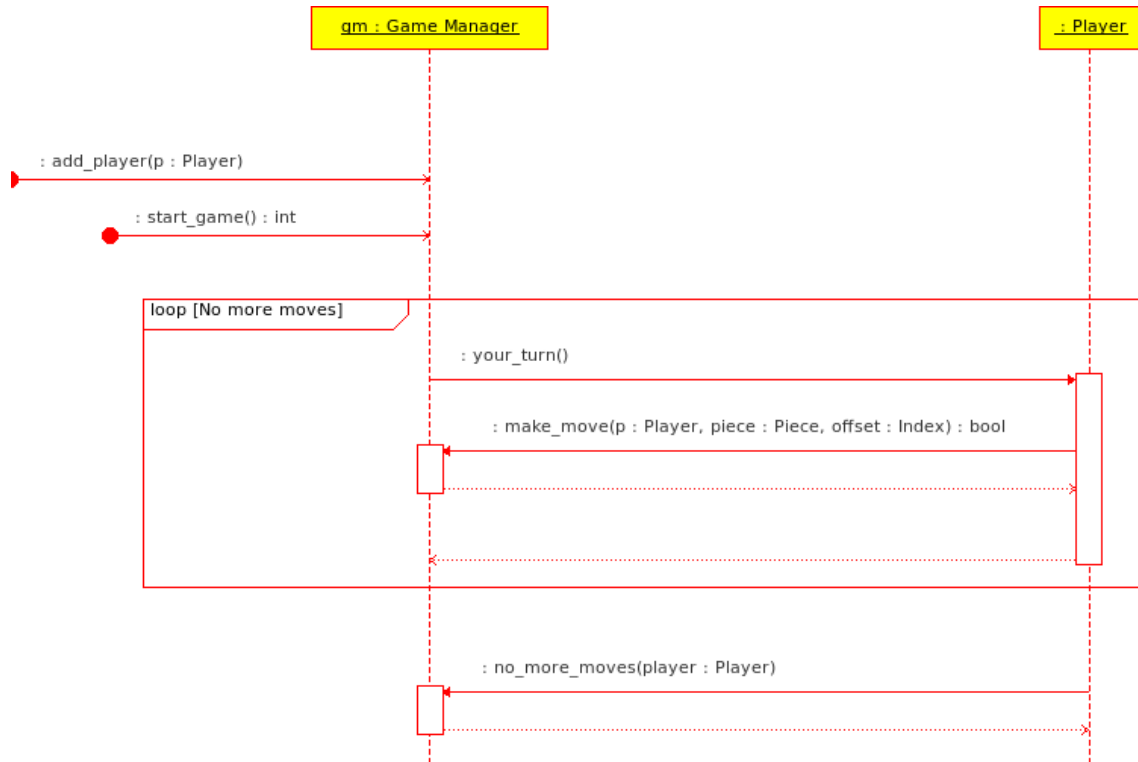


Figure 1: Interaction Diagram: Main Game

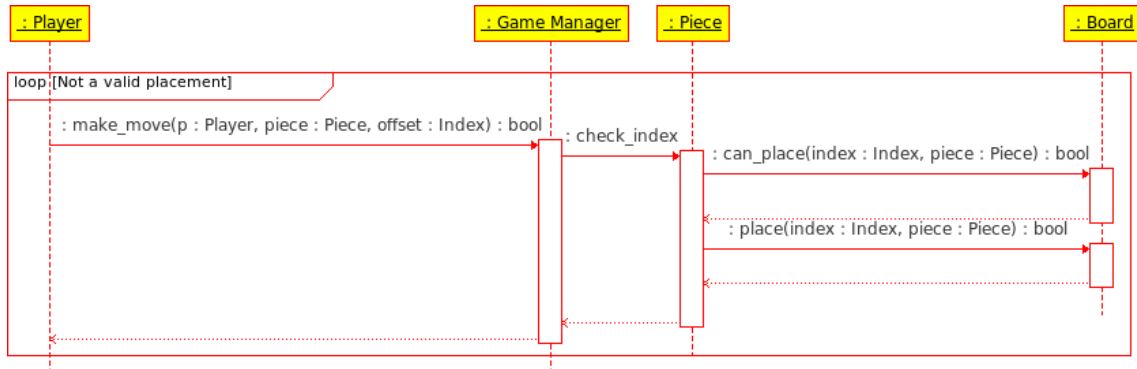


Figure 2: Interaction Diagram: Placing Piece



Figure 3: Class Diagram