

Testing was completed in the order they have been written up, so any issues found are identified and fixed by the next person's testing attempt. The coverage number we are using is the second one, the SEPR-game-master/SEPRKroy/core/src value, as the KroyMB---Ass3 folder also includes files we are not testing such as the unit tests for assessment 2 making its value not relevant for our needs.

Ryan's Testing

Element	Coverage
▼ KroyMB---Ass3	86.5 %
▼ SEPR-game-master/SEPRKroy/core/src	88.5 %
> com.mozarellabytes.kroy.Utilities	79.6 %
> com.mozarellabytes.kroy.Screens	92.9 %
> com.mozarellabytes.kroy.Entities	95.1 %
> com.mozarellabytes.kroy.Minigame	89.6 %
> com.mozarellabytes.kroy	81.1 %

This is the coverage from Ryan's testing, he found the following issues, when fortresses upgrade their health bars extend above the top of their health bars, when the game is paused the fortress upgrade timers continue to count down, and that when you leave and then reenter the minigame once you lose it, the game state isn't reset.

The health bars was a very easy fix, there had been a reference to the type of fortress's max health rather than the specific instance of the fortress, meaning that the max health was wrong causing the bar to extend above the max, when this was changed the issue was fixed. To fix the timing issue we restructured how this time was calculated, before it was based on the time at the very start of the game launch, we changed the time to be reset each fortress upgrade and count down to the next fortress upgrade and then reset again. This solved the issue of having a persistent system clock rather than one related to the main game and solved the issue.

The minigame fix was also very simple, we just had to change some of the variables to being reset in the init method and that reset the game state properly when the minigame was launched again.

Tanay's Testing

Element	Coverage
▼ KroyMB---Ass3	86.0 %
▼ SEPR-game-master/SEPRKroy/core/src	88.0 %
> com.mozarellabytes.kroy.Utilities	79.6 %
> com.mozarellabytes.kroy.Screens	92.0 %
> com.mozarellabytes.kroy.Entities	95.7 %
> com.mozarellabytes.kroy.Minigame	83.7 %
> com.mozarellabytes.kroy	81.1 %

During Tanay's testing he found an issue where he caused the game to crash when the final fortress was Central Hall. There was an easy solution as we simply had not added 3 if statements for the 3 new fortresses to be respawned if they were the final fortress. He then began a new testing attempt and merged the coverage from both to get the result shown above.

James' Testing

Element	Coverage
▼ KroyMB---Ass3	91.3 %
▼ SEPR-game-master/SEPRKroy/core/src	93.4 %
> com.mozarellabytes.kroy.Utilities	90.2 %
> com.mozarellabytes.kroy.Screens	96.6 %
> com.mozarellabytes.kroy.Entities	95.3 %
> com.mozarellabytes.kroy.Minigame	86.8 %
> com.mozarellabytes.kroy	82.5 %

During James' testing he found an issue where the minigame could be played in the background while the controls explainer was still visible. This was an easy fix, where now when the enter key is pressed it checks a boolean value that is true when the story is open and false when the story is closed and the enter key functionality only can be executed when the story is closed.

Adam's Testing

▼ KroyMB---Ass3	87.2 %
▼ SEPR-game-master/SEPRKroy/core/src	89.2 %
> com.mozarellabytes.kroy.Utilities	80.9 %
> com.mozarellabytes.kroy.Screens	93.2 %
> com.mozarellabytes.kroy.Entities	95.7 %
> com.mozarellabytes.kroy.Minigame	90.0 %
> com.mozarellabytes.kroy	81.1 %

During Adam's testing he found no issues.

Georgina's Testing

▼ KroyMB---Ass3	83.1 %
▼ SEPR-game-master/SEPRKroy/core/src	85.0 %
> com.mozarellabytes.kroy.Utilities	76.6 %
> com.mozarellabytes.kroy.Screens	85.7 %
> com.mozarellabytes.kroy.Minigame	81.1 %
> com.mozarellabytes.kroy.Entities	97.5 %
> com.mozarellabytes.kroy	75.2 %

During Georgina's testing she found no issues.

Kheng's Testing

Element	Coverage
▼ KroyMB---Ass3	90.5 %
▼ SEPR-game-master/SEPRKroy/core/src	92.6 %
> com.mozarellabytes.kroy.Screens	91.7 %
> com.mozarellabytes.kroy.Utilities	91.0 %
> com.mozarellabytes.kroy.Minigame	86.4 %
> com.mozarellabytes.kroy.Entities	98.1 %
> com.mozarellabytes.kroy	86.4 %

During Kheng's testing he found no issues.

Testing Evaluation

The coverage for all individuals exploratory testing was over the specified 80% for success and in our final 3 tests no issues were found, and our final test covered 92.6% of all of the code confirming that the exploratory testing was a success. All issues that were found were dealt with by the next test.