SE 3XA3: Test Report
Snake 2.o

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Table 1: **Revision History**

Date	Version	Notes
2018-12-04	1.0	Andy worked on 5 - how Intergrated & System testing helped the process
Date 2	1.1	Notes

This document ...

1 Functional Requirements Evaluation

2 Nonfunctional Requirements Evaluation

2.1 Usability

2.2 Performance

2.3 etc.

3 Comparison to Existing Implementation

This section will not be appropriate for every project.

4 Unit Testing

5 Changes Due to Testing

Through integrated and system testing, which encompassed the majority of the testing done on the software, the user interface as well as bugs and errors in the gameplay were modified to fix erroneous properties of the software. By continuously executing the game, it was easy to estimate changes in object coordinates within the interface. For example, the menu buttons were arranged through trial and error by testing the software continuously until the desired look was acheived. Beyond that, system and intergrated testing confirmed that all modules were working correctly and any change in one of the modules did not affect the function of other modules through dependency relations.

Similarly, the gameplay was tested and verified by the developers of the software as well as peers and classmates to ensure proper functioning. Through feedback received in the google survey, errors and modifications were made: For example, one user suggested an excitement element to be added to the game and a maze feature was added to the advanced difficulty
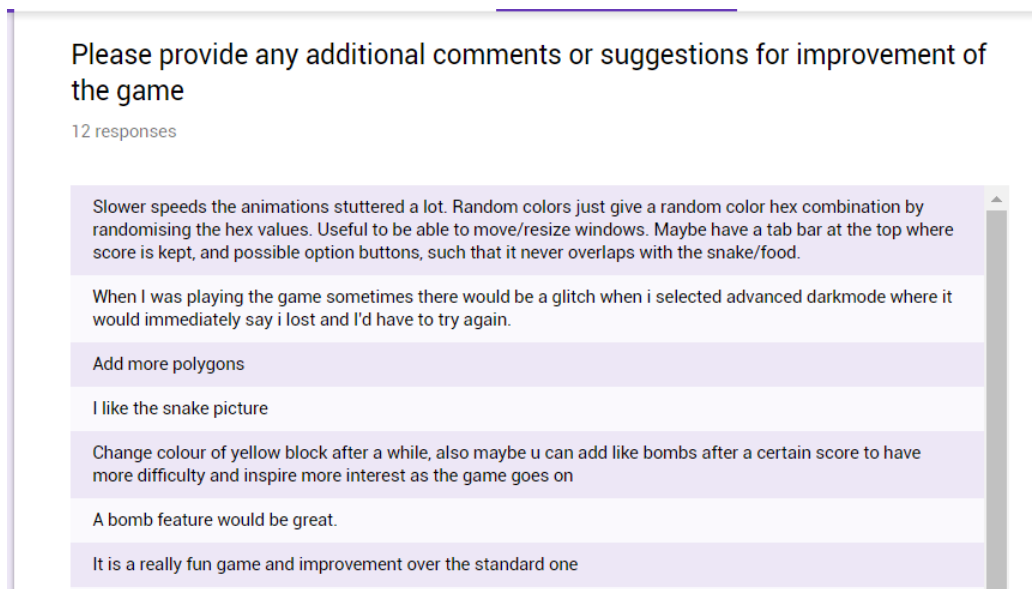
Figure 1: Peer Feedback & Comments

gameplay mode to accomodate for that. As seen in Figure 1, feedback received from peers included both functional and non-functional properties and aided in the software revision process.

6 Automated Testing

7 Trace to Requirements

8 Trace to Modules

9 Code Coverage Metrics