

RPG Alpha Testing Sheet



ICS3U0 – Project 1

Programmer:	
Game Theme:	
Tester:	
Test Date:	

Important Note: In the Alpha Testing Stage there will be problems with the game. A tester's job is to find the things that need fixing so the coder can fix them. **A tester SHOULD find errors.**

Verification of Specifications List

Specification	Present? (y/n)	Note any problems:
1. Background to Story is Present		
2. Task 1 is present and working		
3. Task 2 is present and working		
4. Task 3 is present and working		
5. Ending of story is present		
6. Some sort of scoring/win condition		
7. ASCII Art is used		
8. ASCII Titles are used		
9. User can play again if they want		
10. No spelling and grammar mistakes		
11. No horizontal Scrolling when screen is at max.		
12. Title comments (name, date, purpose) at top		
13. Comments throughout		
14. Spaces before input		
15. White space used on the screen well.		
16. Prints low is not annoying		
17. No method (including constructor) is over 40 lines.		

Features present:

- Strings, chars, ints, doubles
- Math operations (+ counts)
- Boolean Expressions
- If
- Else if
- Else
- Void methods
- Parameters
- (non-void) Return Types
- For Loop
- While Loop

Extra Features present:

- Dialog box
- Pull down Dialog Box
- Text box
- Dialog box with picture
- Printslow
- Passwords
- Date, Time
- Switch
- ? Operator
- Do/while loop
- Own game
- Unicode character

Coding Metrics

How many of the following are in the program:

Lines of Code:		Void Methods:		Non-void Methods:	
ASCII Titles:		ASCII Pictures:		Extra Features:	

Overall Comments

Three things you liked in the game: (Was there a creative task you hadn't seen before?)

At least one thing that needed work in the game: (you must have one)

Tester Signature

Test Date