Casters & Coders

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Problem Statement

Learning programming with little to no background knowledge can be a difficult mountain to climb, so we set out to create a game which:

- Has coding as a main gameplay mechanic

- Teaches basic programming concepts

- Requires little to no background knowledge

- Gamefies programming to make the process of learning raw technical information more fun and less frustrating

- Is fun to play

Unit Testing

- User-facing scripting Component.

- Separate into sub-project.

- Godot Unit Test (GUT)

  Will emulate during the test.

Interface Testing

1. Writing interface so that system can interact correctly

- Spells the player codes triggers the correct animation

- Input the player gives the correct output in the game.

2. Accessibility through sensory impairment filters

- Audio free.

- Filters to deal with color blindness

Integration Testing

We will testing the path from user scripts to game object

User scripts will pass to through
the script engine

Passed to our script-side
API object manager

Lastly, dispatched to the affected
game object

System Testing

- Large user-based testing.

- "Triple A" games strategy. Proved its working.

- Automated testing has fault, they more trend to ignore certain failure
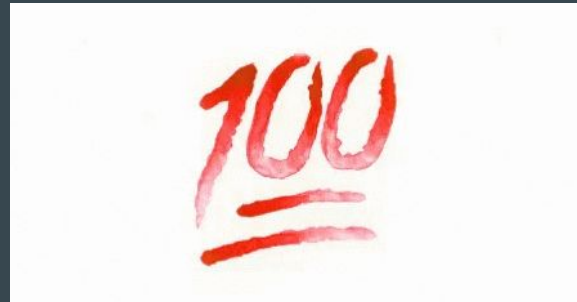
  classes.

Regression Testing

- Ensure the current functionality before adding new features.

- We will always have a working version of the game.

- CI/CD

- This will always help us with simply push to our repo.
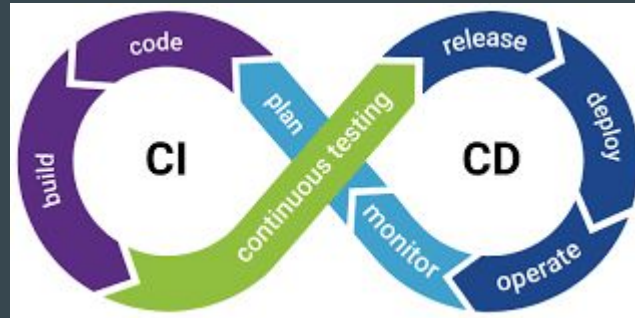
Acceptance Testing

- Determine that all other tests are successful

- Profile the game on a system with our minimum specs, confirming that it meets our performance targets.

- Distribute an alpha build of the game alongside a survey for community feedback.

The End

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