Testprotkoll för användarfallet attack

Attack - Standard case

	User	System	Errors
1	Clicks the province with which he want to attack.		
2		Marks said province as clicked.	Ok
3	Clicks an enemy province to attack.		
4		Marks said province as clicked. Display pop-up asking the user how many units he wishes to attack with (1-3) also giving the option to cancel.	Ok
5	Chooses to attack with one - three units		
6		Subtracts units from either province based on random numbers.	Ok
8		(User won) Displays pop-up asking how many units the user wants to move to his new province (max units in attacking province -1, min amount units user attacked with.	Ok
9	Chooses to move an amount of units to his new province.		
10		Moves said amount of units to province.	Ok

1.1.1 No click

1.1.1	Clicks enemy province, own province with only one unit or no province at all.		
1.1.2		Do nothing	Ok

2.1.1 Change click

2.1.1	Clicks another of his own provinces.		
2.1.2		Unmarks previously clicked province.	Ok
2.1.3		Go to 2	

5.1 Cancel attack

5.1.1	Chooses cancel		
5.1.2		Unmarks provinces.	Ok

8.1 No win

8.1.1		(No win but still more than one unit left) Display pop-up asking if user wants to attack same province again.	Ok
8.1.2		Go to 5	

8.2 Lost all attacking units

8.2.1		(User has only one unit left at attacking province) Do nothing.	Ok

Attack -> oavgjort Attack -> oavgjort Attack -> vinst Flytt -> krash

	Application	Tag	Text
1 14:48:2...	se.chalmers.dat255.risk	dalvikvm	threadid=12: thread exiting with uncaught exception (group=0x414ee9 ↵ 30)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	FATAL EXCEPTION: GLThread 10252
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	java.lang.NullPointerException
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at se.chalmers.dat255.risk.model.Game.attack(Game.java:310)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at se.chalmers.dat255.risk.model.Game.battle(Game.java:254)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at se.chalmers.dat255.risk.controller.PopUpListener.clicked(PopUpL ↵ istener.java:30)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at com.badlogic.gdx.scenes.scene2d.utils.ClickListener.touchUp(Cli ↵ ckListener.java:82)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at com.badlogic.gdx.scenes.scene2d.InputListener.handle(InputListe ↵ ner.java:57)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at com.badlogic.gdx.scenes.scene2d.Stage.touchUp(Stage.java:329)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at com.badlogic.gdx.InputMultiplexer.touchUp(InputMultiplexer.java ↵ :94)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at com.badlogic.gdx.backends.android.AndroidInput.processEvents(An ↵ droidInput.java:359)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at com.badlogic.gdx.backends.android.AndroidGraphics.onDrawFrame(A ↵ ndroidGraphics.java:486)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at android.opengl.GLSurfaceView$GLThread.guardedRun(GLSurfaceView. ↵ java:1520)
1 14:48:2...	se.chalmers.dat255.risk	AndroidRuntime	at android.opengl.GLSurfaceView$GLThread.run(GLSurfaceView.java:12 ↵ 44)

Problems   Declaration   @ Javadoc   Console   Progress   LogCat ✕   Development Mode

Search for messages. Accepts Java regexes. Prefix with pid:, app:, tag: or text: to limit scope.   verbose ▼

ces_lib

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ppEngine

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