

Testing and Playtesting

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Testing Objectives

- Testing is the process of executing a program with the intent of finding errors.
- A good test case is one with a high probability of finding an as-yet undiscovered error.
- A successful test is one that discovers an as-yet-undiscovered error.

Testing Principles

- All tests should be traceable to customer requirements.
- Tests should be planned before testing begins.
- 80% of all errors are in 20% of the code.
- Testing should begin in the small and progress to the large.
- Exhaustive testing is not possible.
- Testing should be conducted by an independent third party if possible.