

Acceptance Test
Software Development Project
Fall 2007

All groups must have their software installed and completely operational on all six machines in the Software Project Lab by midnight on Sunday, Dec 2. The Acceptance Testing will occur on Dec 3 – 8 in the Software Project Lab.

Each group will be awarded points in each of the following three categories:

Category	Testers	Percentage of Total
Technical Test	C.S. Faculty and other C.S. graduates	55%
Installation Test	McCown	5%
User Test	Elementary school age thru Adult	40%

The team with the highest final percentage will be named this year's winner.

A penalty of 3% will be applied per day that the software is not successfully installed and running in the lab by the due date. So if the software is finally running on Tuesday morning, a penalty of 6% will be applied to the final Acceptance Test score.

Technical Test

Testers will evaluate the following categories which account for various percentages of the overall Technical Test score:

Category	Percent of Total
User Interface	30%
Networking	30%
Artificial Intelligence	30%
Help	5%
Web Page	5%

Installation Test

Each group will provide me with a CD containing their software by 8:00 am Monday, Dec 3. The installation program should be located in the root directory of the CD and be named install.exe or setup.exe. The uninstall program will be run from the program group menu (from the Start button) and can be named "Uninstall XYZ" where XYZ is the name of your software.

To test the installation, I will attempt to install your program on a lab machine in 201. After performing an install and checking that the game is fully operational, I will run the uninstall program which should completely remove the newly created program group and icons and all files that were placed on the hard drive (assuming they were not moved from their original position).

Grading will be based on ease and completeness of install and uninstall.

User Test

Testing will be done in the Software Project Lab. Each tester will play each game for 20 minutes and will rank each game according to their own likes and dislikes (1 - 3 with 1 being their favorite). Ties will be allowed. When testing is completed, all rankings will be added, and the team with the lowest score will be first, the next lowest score the second, and so on.

Percentages for the various rankings:

1 st	100%
2 nd	$100\% - [(100 - 80)/(t_3 - t_1)] \times (t_2 - t_1)$
3 rd	80%

The second place team's score is based on how close they are to the first and third place teams. For example, if the first place team has a rank total of 10, the second place team a rank total of 14, and the third place team a rank total of 30, then the second place team's overall score would be $100\% - [(100 - 80)/(30 - 10)] \times (14 - 10) = 96\%$. If the second place team is equally close to the first and second place teams, their score will be 90%.

Example Scenario

Technical Test

3 scores: 91, 88, 94
Ave: 91
.91 * 55 = **50.05**

Installation Test

Score: 95
.95 * 5 = **4.75**

User Test

Final ranking: 2nd
.90 * 40 = **36**

Final Acceptance Test Score

Technical Test	50.05
Installation Test	4.75
User Test	<u>36</u>
Final Score	90.8 %

This score is then 33% of each team member's final grade.