

Test Report

NetHunt is an extension of the already existing game Flathunt. Flathunt is already tested, so we have to test only our extension: the mode “Versus”.

The first thing we added to Flathunt was a window for the multiplayer options. Then we tried to create a server in different ways. Finally we decided to program another little project, which creates a server and to which the clients have to connect.

Test of Connection

In a first test phase we could test the connection between the server and the clients. Unfortunately we had to see, that there is a problem with the connection. For inexplicable reasons the connection over the IP doesn't function on several computers and on others it always does. We thought that it is probably because of the firewall, but had to condemn this idea then, since we had deactivated the firewall. So we had to put up with it. A further problem is when we close one window, i.e. the one of the Estate Agent, then the connection to the server is cut, and a runtime error occurs and the program crashes.

Test of Sending and Receiving the Location

In a next phase we had to add the sending and receiving of the location of the “Estate Agent” and the “Flat Hunters”. When we tested this, there always was a runtime error on the server. The error occurs in the feature retrieve, which is implemented in C. In “Flathunt” the code responsible for sending and receiving the location is in the feature *process_click* in class *MAIN_CONTROLLER*. We lost much time in trying to solve this bug, but we didn't find a solution, we couldn't find the mistake in our program code.