

## Lesson 11: Putting it All Together with Greenfoot

### Try It: Practice Activities

#### Objectives

- Apply your Greenfoot knowledge to create a Java game

#### Vocabulary

Identify the vocabulary word for each definition below.

	The systematic process of checking to see whether a product being developed is meeting specified requirements.
	A systematic process for determining user expectations.
	A set of conditions or variables with which a test engineer will determine if a software program is working correctly.
	Applying the same test case to many parts of a software program.
	A defined start and end point in a quality assurance program.

#### Project Idea

1. After reviewing the game description below, create the game, or design a similar game of your choice.

The goal is to create a game that teaches basic addition. The game will present from left to right a large square, a large plus sign, another large square, an equals sign, and another large square. There will be a Play button under the above squares and symbols. When the Play button is pressed two numbers will display in the squares to the left and right of the plus sign. The right square will change to a yellow square. After the game player enters a number in the yellow square and presses enter the game will validate whether the correct number has been entered. If it has the square will turn green. If it has not then the square will be cleared and a yellow square will appear again.

2. Consider the following addition to the game:

A counter will be added to the game. The goal will now be to answer 5 or more

problems in a row without getting an incorrect answer. The counter will be used to display how many correct answers, in a row, have been provided. The counter will reset to 0 when an incorrect answer is input.

Describe five additional quality assurance test steps that would need to be taken to ensure that the game is functioning correctly.