

MTAT.03.083 – Systems Modelling

Homework 4 (HW4) – Behavior-Driven Development (10 points)

Due on 25.11.2014 at 10 am

complete the homework in groups of 2 students.

BDD for a computer game: “The Restaurant Owner”

Create acceptance tests specifying the right behavior for the features provided in the repository <https://Navaid@bitbucket.org/Navaid/restaurant-game-features.git> then, create test cases with j-unit and implement code to pass these test cases and acceptance tests.

In the repository there are 6 features 1-6. A complete example is given in the repository <https://Navaid@bitbucket.org/lgbanuelos/restaurant-game.git> in which feature 3 is developed. For this task developing features 1, 2, 4, and 5 is mandatory, whereas feature 6 is optional (it gives you 3 extra points).

Notes:

1. Submissions: Put your solutions on a private repository using bitbucket and add navaid and fmmaggi as collaborators. The last commit before the deadline will be considered as the valid submission.
2. Commit every step of the development on the repository (e.g., one commit whenever you add test, another commit when you implement the code to pass the code, etc.). As you are working in pairs, take turns for committing (e.g., one team member should commit during one iteration, the other member in the following iteration, etc.). **BE CAREFUL! THE CORRECT DEVELOPMENT OF A FEATURE MUST FOLLOW THIS PROCEDURE**

Grading Criteria:

3. The correct development of feature 1 gives you 1 point;
4. The correct development of features 2, 4, and 5 gives you 3 points each;
5. The correct development of feature 6 gives you 3 extra points.