**TESTING PLAN FOR Don’t Turn BY Ben Scott**

**CLIENT INFORMATION**

**Client: Ben Scott**

**Client Situation: Cross platform development**

The client is developing a top-down zombie shooter for the Web, Windows and on Android devices. He has only been given a few weeks to develop his game, and requires bug testers to test his game, to log any bugs that may appear.

**Client’s Reported Needs:**

The client needs his game tested on multiple devices, which include the Web, Windows and on Android devices. While Ben is developing his game, he needs bug testers to test his builds and find bugs, so they can be identified and fixed before the final build is shipped.

The client also wants testers to test and give feedback on the way that the game feels to play. Due to developing on multiple platforms, the game feel can differ. For example if someone plays the Android version, the thumbstick controls will differ greatly compared to a mouse and keyboard setup. The client wants to make sure that the game feels similar for all platforms.

Step by step rundown:

1. Look over and test all of the systems in the game on every platform/build.

2. Compare and document the way the game feels on each platform.

3. Make an overall review of the game's design decisions, and provide feedback on any improvements that could be made.

4. Document any bugs that appear during play, and record them in the issue tab on Github.

**Client notes:**

Things that are not yet finished: level selector only has 1 map to choose from, menu instructions screen not finished, android controls not polished, and sounds are still being added.

**Future plans:**

* Scoring system
* Power ups
* Wider range of zombies
* New maps

**TESTING STRATEGY**

The testing process will primarily be conducted by 2 testers that will test each platform/build. The testing will begin with an initial build of each platform. During the play session of each build, the testers will record any bugs or problems they found, and record their findings. This will then be sent off to the developer, so they can fix these problems, and then send another build out to test. This process will repeat until all of the bugs and problems have been ironed out, and the game is ready to ship.

During the testing process, testers will use a functionality checklist, which is a spreadsheet that shows whether certain functions are working correctly in the game. The testers will report on whether these functions are either working or not working, and record this in the spreadsheet.

**TESTING METHODS**

**Testing Method 1 - Cross platform functionality check:**

1. Start the game.
2. Ensure that the game has started correctly.
3. Fill out the cross platform functionality section of the functionality checklist.
4. Repeat above steps on all platforms.

**Testing Method 2 - Performance test:**

1. Start the game on any of the given platforms.
2. Take note of how the game is running.
3. Test to see if the rate of zombie spawns affects the FPS, and overall performance.
4. Record findings in the performance section of the functionality checklist.
5. Repeat above steps on all platforms.

**Testing Method 3 - Gameplay test:**

1. Start the game on any platform.
2. Take note of how well the mechanics (especially the movement mechanics) feel on each platform.
3. Compare game feel between different platforms.
4. Record findings in the testing plan outcome section.
5. Repeat the above steps on all platforms.

**Testing Method 4 - UI test**

1. Start the game on any platform.
2. Look at and take notes of all of the UI features in the game.
3. Go through the main menu and check for functionality.
4. Check if the in-game UI is working correctly.
5. Record findings in the UI section of the functionality checklist.
6. Repeat the above steps on all platforms.

**Testing Method 5 - Peer Playtest**

1. Send the current build to peers to test.
2. Have them play the build.
3. Ask questions on their play experience.
4. Record the data/feedback.

**PROPOSED TESTING SCHEDULE:**

|  |  |
| --- | --- |
| **DATE** | **PROPOSED TESTING** |
| 6/09/2021 | Today we met the developer and got an idea of what they need tested |
| 07/09/2021 | Test the initial build of the game + find bugs |
| 08/09/2021 | Review of initial test plan for 1st build |

**REVIEW OF APPLIED PLAN:**

**Testing Plan Outcome (1st iteration)**

Our initial testing plan was an overall success. We have successfully constructed a test plan that encompasses all of the client’s needs, through the testing methods we have created.

Functionality checklist



**Major Findings:**

* Our initial functionality checklist is easy to follow and keeps a clear record of the functionality between platforms.
* Testing for functionality across the whole game can take some time.
* Logging bugs for the client is relatively easy, and helped him identify major issues quicker.
* Recording data for game feel is challenging, as it is very subjective. =

**Game feel review outcome**

* On mouse and keyboard, the game feels good to play, with responsive movement on the WASD and shoot keys.
* Getting stuck on terrain that looks like it can be walked over can get annoying.
* Sometimes where you aim isn't where the gun shoots.
* The combination of moving and shooting is chunkier on Android, compared to the Windows and Web versions. In fact, you can't shoot while walking backwards which is a big thing in the web version.

**Process Revisions:**

* On our next iteration we are going to open up our testing to peer playtesting. This will ensure that our data is not too biased, and records an outside perspective.
* Having clearer testing methods to make the tests easier to write.