

Test Plan

1. Introduction.

The purpose of this test is detecting errors and checking application functionality. The testing process result should be a detailed review that can give developers and users the whole picture of application convenience.

2. Test items.

The name of the project is the ZIGZAG. It is an Android game with fairly simple yet addictive gameplay. A typical time-killer game.

3. Risk Issues.

Application is developed for Android devices and thus there might be a lot of optimization problems and game might not be displayed correctly on different devices.

4. Features to be tested.

- 1) Start new game.**
- 2) Player can control character movements.**
- 3) Score is increased the further player progresses.**
- 4) Correct interactions with pickups. Score is incremented and pickup object is removed.**
- 5) Game over condition**
- 6) Opening statistics menu and displaying correct information.**
- 7) Changing visual style of the game.**

5. Test approach.

Testing will be done manually, from the perspective of the end user application.

Pass/fail.

ID	Purpose	Instruction	Expected result	Actual result	Pass /fail
1	Start new game	Press “START” button in main menu.	Game level is generated and gameplay scene displayed.	Menu interface is removed. Game level is generated.	+
2	Player can control character movements.	Tap device’s screen to change movement direction.	After first touch. Every next touch changes movement direction.	As expected.	+
3	Score is increased the further player progresses.	When characters advances further in the level the score is increased.	Every fixed amount of distance units score is incremented by 1.	Score increases when character moves. As expected.	+
4	Correct interactions with pickups.	When character collides with pickup object it increases total score and should disappear.	Pickups correctly removed. Score is incremented by fixed amount.	Score increases and Player can no longer see picku. As expected.	+
5	Game over condition	Player falls off the wall.	Player can no longer control movement. Score is displayed with game over interface.	Score, “RETRY” and “MENU” buttons are displayed. Functions correctly. As expected.	+

6	Opening statistics menu	Press “STATISTICS” button in main menu.	Statistics data is loaded and statistics interface is displayed	Statistics UI is shown. Data is correct.	+
7	Changing visual style of the game.	Press “STYLE” button in main menu.	Cycle throw predetermined array of colors and change background. Current color is saved and loads next time application starts.	After clicking the button background color changes. Background is saved and loads next time application starts.	-

6. Conclusion.

The application works correctly in all tested cases. The user start and play the game, change visual style. Game session updates global statistics. During the testing no bugs or