Test Plan

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I.   **Introduction**

All test cases will be based on the use cases we have developed beforehand. Many of the test cases will be visual-based - that is, certain use cases, such as the resizing of certain items on screen, will be tested by simply watching the screen and ensuring that it works. However, other, more specific test cases, will involve console prints and the like, to ensure that the data contained within certain variables at the time of the test is correct given the context of the situation.

II. **Test Plan**

All test cases are on the test case spreadsheet.

III. **Testing Deliverables**

A. Test Log - A log of all testing that has been done. This is included in the test cases with what the results of each test case are.

B. Test Incident Report - A report on any abnormalities that were discovered while testing the application. This would include screenshots, if necessary, as well as any captured data for each abnormality.

C. Test Summary Report - A summary of all testing done on the application.

IV. **Environmental Requirements**

Since this application is being developed entirely within the Unity development framework, anyone carrying out the test cases will need Unity 5 installed on their machine. Implicit in this need for Unity is any system requirements that Unity entails.

V.   **Risks and Contingencies**

There should be no risks involved in testing the program.