

Members:

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Features to be Tested:

1. **Gameplay:** To test the gameplay in our application we will apply the User Acceptance Testing test case to make sure that our game functions properly. The user will be asked to:

- a. Select and move units.
- b. Perform an attack on an enemy team.
- c. Collect resources with a unit.

and report whether they are able to successfully complete these tasks. Then they will be given an opportunity to 'free play' the game and determine if the additional actions in gameplay are desirable and functional. If the user is satisfied then they will deliver the user sign off, or otherwise they will give us the test log so that we can prepare another iteration of this test.

2. **Network Functionality:** To test the network Functionality we will be using system testing by combining the front part of the game with the backend through the integration layer. Then the Gameplay testing would take place to see when things break and when things don't break and identify the key aspects in the system that cause them.
3. **WebsiteLeaderboard:** To test the website leaderboard we will apply the Unit Testing case to in order to make sure our scoreboard is functioning properly. We will test the scoreboard to make sure it can handle a large range of possible inputs and properly displays the correct data on the website. We will ensure that all the possible scorings and deductions for each user are registered correctly on the scoreboard while maintaining its proper structure.