

Software Development Project - 1DV600 - Test documentation

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1 Test Plan

1.1 Objectives

1.2 To-do

- Plan work
 - Is required functionality missing?
 - Should new functionality be implemented?
 - Prioritize what needs to be done.
- Update project document.
- Possible: Implement new features.
 - Prepare UML for new features.
 - Implement new features.
 - Test new features as well as whole game.
- Complete and hand in project.

1.3 Time estimates and Time log

Task	Estimate [hrs]	Actual time
Plan work	2	–
Document update	1	–
Possible implementation	10-15	–
Finish up and hand in	2	–
Total time	20	–

2 Manual test cases

2.1 Manual tests of Play Game main scenario

2.1.1 TC 2.2 - Successfully providing a correct letter

- Name: Successfully providing a correct letter.
- Test case ref: TC 2.2
- Use case ref: UC 2.3
- Description: The test case tests how the system responds when the user provides a letter which is correct, and the word is not completely solved.

Input

1. Precondition: The user has started the game.
2. Test case TC 2.1. choose "play game" from main menu.
3. Input a correct letter.
4. Press enter.

Output

- The system prints "Correct!" on the screen.
- The system prints the number of letters remaining on the screen.
- The system prints the number of tries remaining on the screen.
- The system prompts the user to enter a new letter by printing "Please provide a letter:" on the screen.

Comments

2.1.2 TC 2.3 - Providing an incorrect letter

- Name: Providing an incorrect letter.
- Test case ref: TC 2.3
- Use case ref: UC 2.3.1
- Description: The test case tests how the system responds when the user provides a letter which is incorrect, and the user has more tries.

Input

1. Precondition: The user has started the game.
2. Test case TC 2.1. choose "play game" from main menu.
3. Input an incorrect letter.
4. Press enter.

Output

- The system prints "Unfortunately wrong." on the screen.
- The system prints the number of letters remaining on the screen.
- The system prints the number of tries remaining on the screen.
- The system prompts the user to enter a new letter by printing "Please provide a letter:" on the screen.

Comments

2.1.3 TC 2.6 - Returning from play to main menu

- Name: Returning from play to main menu.
- Test case ref: TC 2.6
- Use case ref: UC 2.7
- Description: The test case tests how the system responds when the user has finished a word (either by finding the word or having exhausted his/hers amount of tries) and chooses to return to the main menu.

Input

1. Precondition: The user has finished a word and the system has provided the user with the choice of returning to main menu, playing a new word or quitting the game altogether.
2. Finish a word.
3. Input "m" to return to main menu.
4. Press enter.

Output

- The system shows the main menu on the screen.

Comments