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| GROUP 1 Test PLAN |
| **January 26, 2023** |

# Scope and Objectives

Test different stages of game development as well as web development. Objectives may change over time so a flexible implementation should be used when creating the different aspects of the project to test. Ensuring functionality for both the website as well as the game should be emphasized. Phase 1, phase 2, and phase 3 will have a separate testing portion at the end to ensure the prototype deployment is still on track for the final deliverable of the game and website.

# Business Issues

Licensing and copyright.

The Unity Game Engine comes with a free personal use license for any game made using their engine. Since we are not making this for monetary gains this license will cover any distribution of the game.

No personal data will be kept or shared.

# Roles and Responsibilities

Cole Sarno – Web Development: mobile compatibility, forum and comment section

Sairam Soundararajan – Music Composer/Assistant Web Developer: music composition, website design, link management

Colby Snodgrass – Game Developer/ C# Programmer: Programming the mechanics of the game, design testing documentation for different phases.

Joseph Thill – Digital Art/Sound Effects: Technical aspects of art, animation testing.

David Toyloy – Quality Assurance: Web and Game testing, filling out test-case spreadsheet.

# Communication and Status Reporting

Cole has already setup a Discord that we all access daily. Meetings plan to be held there using their voice channel feature but will be flexible to include phone calls as well. There are channels in the discord for web development, game development, music, and art, where group members can post about their progress or any questions/concerns about the parts of the project.

# Test deliverables

Phase one, two, and three test documents to outline the components to be tested.

Final reports will be typed up at the end of each phase included in the test document.

# Industry Standards

The game is expected, at minimum, to run and not crash unexpectedly.

Website should load correctly, elements should be aesthetically pleasing and organized, be mobile-compatible, and include an interactive forum and comment section.

# Test Automation and Tools

1. Tools
   1. Microsoft Word
   2. GitHub
   3. Discord
   4. Microsoft Paint
2. Test Automation
   1. Webpage mockups
   2. Phase 1, 2, 3 Web and Game test documents

# Test Measurements and Metrices

Game experience (game flow)

Game Bugs

Webpages Load Time

Code Optimizations

Metting Notes(01/29/2023):

* Worked on getting our GitHub accessible to all team members.
* Discussed dividing web development into different tasks.
* Sairam agreed to upload music to GitHub.
* Sairam brought up his post about project plans changing over time as the project evolves which gave a good overview and we all agreed that this project will need to be flexible to change.
* Cole and Colby were able to fix an issue where team members could not make changes to repository.
* Make a post in Discord to alert everyone to provide GitHub usernames.
* Discussed/Worked on test document.
* Cole and Colby discussed how the forums will be programmed. (Cole suggested using forms and Colby also suggested we can use a list as well)
* Decided on using test documents during each phase to make sure project stays on track.
* Cole brought up needing website mockups which we will implement.