TEST PLAN

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1 Introduction

The Test Plan has been created to explain the test approach to the task givers. It includes the objectives, scope, testing approach and schedule. This document will clearly identify what the test deliverables will be and what is deemed in scope.

1.1   Objectives

Luck of the Devil is casino lounge in a mobile game called "Pop! Slots" developed by Playstudios Europe. The tester (Djordje Mihailovic) is responsible for testing the product and ensuring it meets their needs.

2 Scope

2.1   General

The purpose of the test is to ensure that the Game Mechanics on the Luxury Lounge in the Mirage casino are functioning according to specifications. The whole environment of the lounge, two machines (Hot7 / Little Devil), Lava Link feature on the machines and the Bonus feature will be included in this test.

2.2   Tactics

Since a single, unexperienced tester will be performing these tasks, the following tests have been strategically selected in this order:

- Exploratory Testing
- Functional Testing
- GUI Testing

These tests have been selected in order to ensure that the tester can finish testing in the previously given timeframe as efficiently as he can, while also avoiding a situation where a tester is unable to finish any started test due to a lack of information or tools.

3 Test Approach

3.1 Exploratory Testing

Exploratory testing will play a big part of the testing as the tester has never used this type of game and will be learning as they go. It will mainly consist of a user interacting as much as he can with the environment, keeping notes and writing suggestions on the go.

3.2 Functional Testing

Functional testing will take the largest part in the testing process.

Since the number of interactions and the combinations of test scenarios are of a decent size, most time and effort will be put into precisely and thoroughly testing them to ensure that all, if any bugs and defects have been identified.

There will also be a second iteration of this test to solidify the findings in the first one.

3.3 GUI Testing

GUI testing will also be done very thoroughly, as the complex aesthetics seem to add up significant value to casino games.

4 Hardware Requirements

Testing will be done on a Xiaomi mi 8se mobile device, as well as on a mobile gaming platform for PC called BlueStacks.

5 Milestones / Deliverables

5.1 Test Schedule

The initial test schedule follows:

Task Name	Start	Finish	Effort	Comments
Test Planning			1d	
Review Requirements documents			½ d	
Create initial test estimates			½ d	
Exploratory Testing			1d	
Functional Testing – Iteration 1			1d	
Functional Testing – Iteration 2			1d	
GUI Testing			½ d	
Consolidating results			½ d	

5.2 Deliverables

Deliverable	For	Date / Milestone
Test Plan	Playstudios Hiring Team	11/19/2021
Test Results	Playstudios Hiring Team	11/25/2021
Test Status report	Playstudios Hiring Team	11/26/2021