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| DIT OOP CA |
| C12733411 |
| Shoot Fast |
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| **Unity Game** |
| **4/27/2014** |

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| A test plan for Shoot Fast unity game. |

# Approval

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| --- | --- | --- | --- |
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| APPROVED BY | | | |
| <name> | <position> |  |  |
| ACKNOWLEDGMENT | | | |
| <enter text> | | | |

# Related Documents

|  |  |
| --- | --- |
| **Ref #** | **Document Name** |
| 01 | Declaration Document |
| 02 | http://programmingca.blogspot.ie/ |

Glossary

|  |  |
| --- | --- |
| Term | Definition |
| Bug | See Defect |
| Defect | Software function does not work as per specification |
| Defect Owner | The person who created the defect |
| Issue | Software function does not work as expected or is not specified |
| RDT | Requirement Driven Testing |
| SDLC | Software Development Life Cycle |
| SME | Subject Matter Expert |
| TDD | Test Driven Environment |
| UAT | User Acceptance Testing |

Contents

[Approval 2](#_Toc272783525)

[Related Documents 2](#_Toc272783526)

[Glossary 2](#_Toc272783527)

[Introduction 5](#_Toc272783528)

[Purpose 5](#_Toc272783529)

[Project Overview 5](#_Toc272783530)

[Testing objectives 6](#_Toc272783531)

[Features to be tested 6](#_Toc272783532)

[Features Not to be tested and constraints 6](#_Toc272783533)

[Testing Approach 6](#_Toc272783534)

[Static Testing 6](#_Toc272783535)

[Component Testing 6](#_Toc272783536)

[Entry Criteria 6](#_Toc272783537)

[Suspension Criteria 6](#_Toc272783538)

[Resumption Criteria 7](#_Toc272783539)

[Exit Criteria (Test Completeness) 7](#_Toc272783540)

# Introduction

Shoot Fast has 3 scenes and should be run from the first scene in the build order. This is the main menu. This is just a basic menu and its functionality can be tested. The Menu has different options to choose from.

Shoot Fast has 3 difficulty levels that should be tested.

Easy to hard, each level changes the script and thus could cause issues.

The actual game mechanics can be tested by going out of the norms of user use.

The highScore can be checked, by beating the high score and seeing if it is updated.

The scoring system can be checked by, viewing the code and also playing the game at different difficulty levels.

What is behind the game itself can be tested, inside the unity game editor itself . The 3d models the prefabs and built in unity functions.

## Purpose

This document provides the following guidance:

* Testing Scope

- From start – difficulty level – game – end.

* Entry and exit criteria for each test level

The game should be loaded into unity and the main Menu should be run first.

After the game has ended and the victory screen is displayed the game has ended and can be exited.

* A description of resources and tools to be used to conduct testing;

The blog has a step to step update with how the project developed.

Sound files and models are to be run in unity, this is through the game engine.

The unity files, prefabs and crama settings can also be checked.

* An overview of test schedules per development cycle;

The schedule 30/04/2014 during oop lab.

* An overview of the types of testing that is to be conducted;

Code to be checked.

Game to be run.

Unity itself to be checked.

## Project Overview

The Project itself is a unity game, built with 3d models and C sharp scripts. It also uses unity’s built in game building functions.

It uses 3d models, textures, sound, explosions and unity labels to display to the users screen.

The game idea itself was simple, but the uses the fundamentals of oop.

It creates incidences of an object that are then displayed on screen.

The user then can interact with the screen and the objects are removed from the list.

# Testing objectives

The testing objectives are to test does the game work, do all the elements of the game run smoothly. Is the code well written, was the unity engine itself well utilised.

Is the game fun.

Does the game look well.

The level of coding involved.

Does it match up well with the blog.

## Features to be tested

All Features of the game can be tested.

Sound.

Visuals.

Code.

Play.

Working scoring.

User Likeability.

## Features Not to be tested and constraints

None

## 

## Static Testing

The code can be tested by viewing how it is written. The sound files can be played. On unity itself the settings can be checked and the work that has gone into unity can be evaluated . Bugs in unity can also be looked for.

## Component Testing

Each difficulty level can be checked on its own.

### Entry Criteria

Component Testing may commence when the following criteria have been satisfied:

1. All codes have been unit tested and passed.
2. Test environment including software have been setup and configured correctly.
3. Business requirements and test cases are up to date as per user story.

### Suspension Criteria

Component testing will be suspended under the following condition:

1. Critical error(s) found preventing test completion.
2. Change of business requirements.
3. Change of environment components or technology including different version.

### Resumption Criteria

Component testing will resume when the following criteria are met:

1. All issues in suspension criteria have been resolved or mitigated
2. New software build has been redeployed or;
3. New build with fixed Critical and Medium severity defects has been deployed into Test.

### Exit Criteria (Test Completeness)

Component testing can be considered complete when the following conditions have been met:

1. All High and Medium priority requirements have been tested without Critical or Medium severity defects.

## 

### Defect Status

No defects active at the moment.

|  |  |
| --- | --- |
| **Status** | **Description** |
| New | <enter text> |
| Active | Feels like a high level of memory use at some points during play. |
| Resolved | Had a bug where game would keep looping on the victory scene, fixed this by a bool. |
| Investigate | <enter text> |
| Closed | <enter text> |

### Defect Severity Levels

None at the moment.

## Test Deliverables

Ca results.

## Test Environment Control

### Summary

Any issues with testing, the can creator can be contacted. (C12733411)

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### 

### Release versioning

The game is in pre-alpha.