IEEE 829 TEST PLAN TEMPLATE

2017

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## Test Plan Identifier

TEST #001

Module Test Plan

Start Game Phase

## References

## Introduction

This test plan is to test that Black Jack App starts correctly. User will check all statements are printed correctly and app moves on to next phase.

## Test Items (Functions)

Test start game functions within Black Jack App.

App needs to print particular statements to user. Statements are as follows:

* "Blackjack Game"
* "Player must try get highest value without going over 21. in case of a draw the Dealer wins"
* "player starting score: 9" – score should be between and including 2 – 12
* "would you like to hit or stand"

## Software Risk Issues

Tester may misunderstand required values from player score

## Features to be Tested

Test that the correct lines are printed to console

Risk level: L

## Features not to be Tested

Anything beyond console line prints

Anything past the first four lines are part of another test

## Approach (Strategy)

This is an acceptance test. It is a very low level test and involves no input from tester.

## Item Pass/Fail Criteria

For test to pass app needs to print the following to the screen:

* "Blackjack Game"
* "Player must try get highest value without going over 21. in case of a draw the Dealer wins"
* "player starting score: 9" – score should be between and including 2 – 12
* "would you like to hit or stand"

## 

## Suspension Criteria and Resumption Requirements

If fail note down failures.

If failure is dice score above 12 or below to then stop progressing through test plans.

If failure mistyping then note down and carry on through tests.

## 

## Test Deliverables

Report on test pass/fail

## Remaining Test Tasks

No remaining tasks in this test. Move on to next test

## Environmental Needs

N/A

## Staffing and Training needs

N/A

## Responsibilities

N/A

## Schedule

Test should take no longer then 5 minutes.

## Planning Risks and Contingencies

N/A

## Approvals

Tester makes call on moving on to next phase of testing

## Glossary

N/A