Test plan

Type

We plan on running Unit tests.

Target test coverage

All the main functionalities that ensure the execution and running of the game should be covered at least once.

Testing tool

The tool that we will be using is a plugin, called "GUT" for Godot. It helps with the creation and execution of test cases.

Management

The test cases are listed in the "GUT" framework with an indicator that a test case failed / passed. The results can be exported in the framework as an XML-file.