# First Person Shooter Test Plan Document

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# Introduction

The product being tested is the first-person movement and looking scripts

Objectives  
The object of this test is to check if the player movement and looking around is working correctly

Tasks  
Testing the Horizontal and Vertical Axis and Player movement.

## Scope

**Inclusion:** Player Movement **Exclusion:** What the player interacts with or collisions **Tactics:** to make sure that the player can move and look around correctly

# Testing Strategy

## Unit Testing

**Definition:** Testing the horizontal and vertical looking axis and the player movement on the z and x planes

**Methodology:**It will be conducted multiple times to test full functionality

Tools  
Using an Automated script to test the logic and that everything operates as expected

# Unit Test Plan

## Test Area 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **#ID** | **Test Case Description** | | **Comments** | | **Pass/Fail** |
| 1 | Movement, Looking | |  | | Pass |
| **#ID** | **Execution Step** | **Expected Results** | | **Obtained Results** | |
| 1 | Move the mouse on the horizontal axiz | It should rotate on the horizontal axis | | Got what was expected | |
| 2 | Move the mouse on the Vertical axiz | It should rotate on the vertical axis | | Got what was expected | |
| 3 | Movement on the X and Z axis | It should move along the X and Z axis | | Got what was expected | |