Mythinati Test Plan

**1.0 Project Team:**

**4/9/2020** Grayson Hill, Project Manager

Rachel Pai, Technical Writer

Glizelle Mapa, Software Developer

**Document Author(s):**

Grayson Hill

Rachel Pai

Glizelle Mapa

# I. Introduction

This document serves as the plan for testing all software artifacts as well as the reporting of test results for the Mythinati game. It also records the intended testing schedule, software requirements, and risks.

# II. Test Plan

For testing we will be following a strategic testing approach. We will hold biweekly technical reviews to consider the status of the project, how its current progress matches with desired outcomes, and whether the project meets Verification and Validation specifications. Regarding each specific Test Case, please reference the Test Cases Excel Document for the whole Test Plan. The Test Cases Excel Document displays each Test Case’s identification, suites (or specific tests that are determined as successful or unsuccessful), priorities, environmental requirements, documented hours of effort and testing duration, as well as each step observed from the Test Case’s setup to testing and teardown periods. At the end of each Test Case in the Excel Document is a summary of its most recent execution performance.

# III. Testing Deliverables

# Testing will consist of several suites of test cases, where each test case (document specified below) is defined with set up, tear down, and testing steps. Each test also contains an execution summary containing a record of when the test was run, notes on success or failures, as well as any additional bugs that were discovered while running it. Please see the *Group A - Mythinati Test Cases* document for more details regarding specifications, reports, and logs.

# IV. Environmental Requirements

# 

# Hardware

# Windows 10 Desktop / Laptop Devices

**Software**

* Windows 10
* Unity Build

**Additional Testing Tools**

* Additional Windows 10 Desktop / Laptop for Testing Multiplayer Features
* Photon Servers for Hosting Multiplayer Servers

# V. Staffing

# New language to learn: C#

* New program to learn: Photon
* Training: Tutorial Videos on YouTube, Unity Forums
* Specific testing responsibilities:
  + Grayson, multiplayer functionalities
  + Glizelle, gameplay functionalities
  + Rachel, gameplay functionalities

# VI. Schedule

# Bi-weekly meetings for technical reviews

# Run applicable tests after every Github commit and merge (Near Daily)

* Communicate through Discord for check-ins during testing as well as throughout the week.

# VII. Risks and Contingencies

* **Risk: Merge Conflicts on Github**
  + Plan: Run tests separately on the separate branches to see which one will be kept and if they can be implemented together
  + If the two branches perform the same, then decide which structure is better written and organized and merge that branch.
* **Risk: Photon Servers not Implemented Correctly (Multiplayer tests failed)**
  + Plan: Go through each line and debug syntax or logic errors.
* **Risk: Testing Game Application on a Non-Windows Application**
  + Plan: Research online what changes need to be made to support a non-windows Operating System.
* **Risk: Testing Game Application on an earlier Windows Version**
  + Plan: Update Windows version accordingly on PC Device
* **Risk: Unity Versions do not Match**
  + Plan: Communicate and confirm which version all involved developers will use.
  + Afterwards, confirm and establish the correct Unity Version for future Builds.
* **Risk: Any Test Suite(s) that Demonstrates an Unsuccessful Test for a Test Case** 
  + Plan: Identify the error causing the Unsuccessful Test first, then debug syntax or logic errors accordingly.

# VIII. Approvals

# Any group member that is conducting tests has the authority to sign off that a test is complete.

# IX. Document Revision History:

|  |  |
| --- | --- |
| Version | 1.0 |
| Name(s) | Grayson, Glizelle, Rachel |
| Date | 4/9/2020 |
| Change Description | Document creation and initial information |