Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <19/12/2017> | <1.0 > | The document showing the results of the tests described in Software Test Plan | <Atakan Atamert, Bora Berk Akdeniz, Orkun Doğan, Sami Menteş, Oğulcan Cingiler > |
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# Introduction

## Document overview

This document is the software test report of the testing phase of the Art of Shock: Impact software development project. It contains the results of tests performed on the developed system.

## References

### Project References

| # | Document Identifier | Document Title |
| --- | --- | --- |
| 8008 | ASI-STP-1 | Art of Shock: Impact Software Test Plan |
|  |  | Add your documents references.  One line per document.  There should be a reference to the STP document at least |

## Conventions

Add here conventions

# Overview of Tests Results

## Tests log

Give a few information about tests.

The XXX software (version x.y.z) was tested on the xxx test platform located in xxx, from the yyyy/mm/dd to the yyyy/mm/dd. The tests of the test phase (ref. software test plan) where executed.

Testers where:

* John Doe,
* Marc Smith

The Art of Shock: Impact software (version 1.0) was tested on the Unreal Engine test platform located in Orkun Doğan’s laptop, from the 2017/12/19 to the 2017/12/20. The test of the test phase ASI-STP-1 where executed.

Testers where:

* Orkun Doğan
* Atakan Atamert

## Rationale for decision

After executing a test, the decision is defined according to the following rules:

* **OK:** The test sheet is set to "OK" state when all steps are in "OK" state. The real result is compliant to the expected result.
* **NOK:** The test sheet is set to "NOK" state when all steps of the test are set to "NOK" state or when the result of a step differs from the expected result.
* **NOT RUN:** Default state of a test sheet not yet executed.
* **NOT COMPLETED:** The test sheet is set to "Not Completed" state when at least one step of the test is set "Not Run" state.

Tests results are listed in §3.

## Overall assessment of tests

Give a qualitative overall assessment of tests.

Example:

* All tests with interfaces passed, graphical user interface is not optimized for screens of the test platform
* All tests passed but software is too low for acceptable use
* …
* All tests with character controls passed, HUD is optimized and clear for end users.
* All tests with Multiplayer cannot conducted, Steamworks required MONEY.

Statistics about tests:

* % of tests OK,
* % of tests NOK
* % of tests POK
* % of tests NR
* % of tests NC

Give also statistics about bugs and enhancements:

* Total number
* Number of Critical
* Number of Major
* Number of minor
* Number of enhancements

## Impact of test environment

Describe the impact of test environment, if any.

Mainly, difference between expected conditions and real conditions, like software test tool, a simulator or hardware, which doesn’t work.

The impacts of test environment were:

* FPS was low due to unsupported graphics card

# Detailed Tests Results

For each executed test, this document contains:

* Test identification;
* Test title;
* Test decision;
* A comment containing additional information or problems encountered during execution and differences with the test procedure.

For the problems leading to a bug, the bug ID is reported in the result of the step where problem was encountered.

## Gameplay Tests

Copy the sections names and the tests from the STP document.

Add a fourth column to tables to write tests results

For each NOK in a step, at least one bug shall be created (or referenced if already exists).

|  |  |  |  |
| --- | --- | --- | --- |
| **Test ID** | **ID#1** | **Comments** | **Decision** |
| Test description | Character movement test |  |  |
| Verified Requirement | SRS-ASI-003 | Verification method: I,D |  |
| Initial conditions | Stationary character | N/A |  |
| Tests inputs | Keyboard, Mouse | Testing each button 500 times |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | 500/500 passes for a given test on either keyboard or mouse. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Test moving forward by pressing W | Character moves forward |  |
| 3 | Test moving backward by pressing S | Character moves backward |  |
| 4 | Test moving left by pressing A | Character moves left |  |
| 5 | Test moving right by pressing D | Character moves right |  |
| 6 | Test jumping by pressing Spacebar | Character jumps |  |
| 7 | Test crouching by pressing Ctrl | Character crouches |  |
| 8 | Test running by pressing and holding Shift | Character runs |  |
| 9 | Test looking up by moving mouse upward | Character looks upward |  |
| 10 | Test looking down by moving mouse downward | Character looks downward |  |
| 11 | Test looking left by moving mouse to the left | Character looks left |  |
| 12 | Test looking right by moving mouse to the right | Character looks right |  |

Examples of tests decisions, results and comments.

OK

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| --- | --- | --- | --- |
| **Test ID** | **ID#2** | **Comments** | **Decision** |
| Test description | Weapon Systems Test |  |  |
| Verified Requirement | SRS-ASI-003 | Verification method: I,D |  |
| Initial conditions | Fully loaded weapon | N/A |  |
| Tests inputs | Mouse | Testing each button 500 times |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | 500/500 passes for a given test on mouse. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Start shooting by pressing LMB | Projectiles appear on screen |  |
| 3 | Aim down sight by pressing RMB | The character aims down the sights |  |

NOK

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| --- | --- | --- | --- |
| **Test ID** | **ID#3** | **Comments** | **Decision** |
| Test description | Main Menu Test |  |  |
| Verified Requirement | SRS-ASI-008 | Verification method: I,D |  |
| Initial conditions | Main menu with background and logo | N/A |  |
| Tests inputs | Mouse | Testing each button 250 times |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | 500/500 passes for a given test on either keyboard or mouse. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Test “Start Game” button | Game starts |  |
| 3 | Test “Options” button | Options menu appears on screen |  |
| 4 | Test “1920x1080” resolution button | Resolution is changed to 1920x1080 |  |
| 5 | Test “1280x720” resolution button | Resolution is changed to 1280x720 |  |
| 6 | Test “640x480” resolution button | Resolution is changed to 640x480 |  |
| 7 | Test “Main Menu” button | The main menu appears on screen |  |
| 8 | Test “Quit Game” button | The game quits |  |
| 9 | Test the background and buttons | The buttons and the background have the proper visual and audio assets |  |

NOT RUN 🡪 this is the default state.

Note: it’s not necessary to write “not run” everywhere, when creating the document. Not Run shall be used to mark tests not run at the end of a testing phase..

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| **Test ID** | **ID#4** | **Comments** | **Decision** |
| Test description | Level Test |  |  |
| Verified Requirement | SRS-ASI-005 | Verification method: I,D |  |
| Initial conditions | Game objects stay in place and the map renders smoothly | N/A |  |
| Tests inputs | Keyboard, Mouse | Testing the scenery |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | The map renders as intended. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Start the level | The map is rendered properly |  |
| 3 | Move around with the character to check for any disintegrations | The map has no glitches |  |
| 4 | Check the FPS meter while moving around in the map | The FPS has no spikes |  |
|  |  |  |  |

NOT COMPLETED

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| --- | --- | --- | --- |
| **Test ID** | **ID#5** | **Comments** | **Decision** |
| Test description | HUD Test |  |  |
| Verified Requirement | SRS-ASI-001 | Verification method: I,D |  |
| Initial conditions | The HUD provided for the players display the relevant information properly. | N/A |  |
| Tests inputs | Keyboard, Mouse | Testing if the information on the HUD is correct |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | The HUD works as intended. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Start the level | The map is rendered properly |  |
| 3 | Check the health, shield and current ammunition | The HUD displays the corresponding information correctly |  |
| 4 | Check the currently used weapon | The currently used weapon is displayed properly |  |
| 5 | Check the crosshair | The crosshair is displayed properly |  |
| 6 | Check the enemy’s name | The enemy’s name is displayed properly when the crosshair is on the enemy character |  |
| 7 | Check the scoreboard | The scoreboard is displayed on the screen |  |

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| --- | --- | --- | --- |
| **Test ID** | **ID#6** | **Comments** | **Decision** |
| Test description | Scoreboard Test |  |  |
| Verified Requirement | SRS-ASI-002 | Verification method: I,D |  |
| Initial conditions | Scoreboard is displayed on the screen with relevant information in the correct places | N/A |  |
| Tests inputs | Keyboard, Mouse | Testing the scoreboard |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | The scoreboard works as intended. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Start the level | The map is rendered properly |  |
| 3 | Check the KDR | The KDR is displayed properly on the scoreboard |  |
| 4 | Check the Points/Score | The current points/score is displayed properly |  |
| 5 | Check the names of the current players | The names are displayed properly |  |
| 6 | Check the profile pictures (avatars) | The avatars are displayed properly |  |
| 7 | Check the rank | The current rank of the player is displayed properly |  |

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| **Test ID** | **ID#7** | **Comments** | **Decision** |
| Test description | Level Test |  |  |
| Verified Requirement | SRS-ASI-004 | Verification method: I,D |  |
| Initial conditions | Two enemy characters shall be firing at each other | N/A |  |
| Tests inputs | Keyboard, Mouse | Testing the health points and the end-game conditions |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | The game has concluded as intended. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Start the level | The map is rendered properly |  |
| 3 | Check the health bar | The remaining health points are displayed properly |  |
| 4 | Check the shield bar | The remaining shield health points are displayed properly |  |
| 5 | Check the end-game condition (condition 1) | The game has concluded with one of the players as the winner |  |
| 6 | Check the end-game condition (condition 2) | The game has concluded with none of the players as the winner or loser |  |

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| --- | --- | --- | --- |
| **Test ID** | **ID#8** | **Comments** | **Decision** |
| Test description | Matchmaking Test |  |  |
| Verified Requirement | SRS-ASI-005 | Verification method: I,D |  |
| Initial conditions | The matchmaking system begins searching for an opponent | N/A |  |
| Tests inputs | Keyboard, Mouse | Testing the matchmaking system |  |
| Data collection actions | N/A | N/A |  |
| Tests outputs | N/A | N/A |  |
| Assumptions and constraints | The game will pass the tests. |  |  |
| Expected results and criteria | Pass. | The map renders as intended. |  |
| **Test procedure** |  |  |  |
| **Step number** | **Operator actions** | **Expected result and evaluation criteria** |  |
| 1 | Start ASI | ASI has started running |  |
| 2 | Start the level | The map is rendered properly |  |
| 3 | Check if the matchmaking system can find an opponent | The matchmaking system found an opponent |  |