## Objectives

The purpose of the document is to test our deign of the game whether meet the requirement or the goal of the client. Making sure that all the functionality works well and work the way that the client wants.

## Document References

Game\_Proto-type\_Card6682.docx (design document)

formalDescriptionCompete.docx (requirements documents)

Note\_14\_Aug\_2019\_50628\_pm\_Trial\_structure.pdf (requirements documents)

In this stage, we develop the whole game depending on what the client asks for in the documents called formalDescriptionCompete.docx and Note\_14\_Aug\_2019\_50628\_pm\_Trial\_structure.pdf, and all the detail of the game are in the document call Game\_Proto-type\_Card6682.docx. the requirement documents guilds us to do the test.

## Test Summary

Test will include game compatibility, information symmetric, uncertainty and timely information feedback

## Testing Strategy

* game compatibility
  + put the game into the website browser and see whether it can work properly
* information symmetric
  + record the game result and compare it with the database
* uncertainty
  + play the game and see whether there are the uncertain designs that invalidate the action
* timely information feedback
  + play the game and check if there are some feedbacks about the data of player.

## Test A

Test A tests the game compatibility on browser

### **Test Specification**

* The game should be play on the browser
* Experiment can be run by clicking “run” in the JATOS interface

### **Test Description**

Open the game in the Safari and click “run” button in the JATOS interface

### **Test Analysis Report**

If we can open the game by click “run” button in the JATOS interface in the Safari, then we may consider that the game compatibility is achieved in the project. Otherwise, considering the problems from the game design, the coding and the choice of the browser.

## Test B

Test B tests the information symmetric between the database and actual data deriving from the game.

### **Test Specification**

* Verify that required data are correctly written to JATOS
* Find out whether the data is same between the database and actual data deriving from the game.

### **Test Description**

Play a round of game and record all the producing data during the game and compare the date recorded by tester with the data recorded in the database.

### **Test Analysis Report**

If the date recorded by tester is the same with the data recorded in the database, we can say that the information symmetric is successful in the project. If not, maybe we should check again the codes we write for the game and the transmission stability between the database and the front-end.

## Test C

Test C tests the uncertain designs in the game.

### **Test Specification**

* To see whether each trial in the game is different in some rules
* To see whether having some designs that need the player to take some strategies to win.

### **Test Description**

Play a round of game and figure out all the rules in the game. Then looking at the rules design for each trial checking if there are some tricky rules to prevent player from winning.

### **Test Analysis Report**

If each trial has the different rules and some rules in each trial set by the developer do not make the players win easily, the uncertainty of the game is achieved in the project. Or else, we should consider the rules in the game further and design the game again.

## Test D

Test D tests the timely information feedback in the game.

### **Test Specification**

* At the end of the experiment, the total points earned by the player are displayed
* Points from a trial are displayed at the end of the trial.
* Each motion of the player should be visual, and the result of the motion should be visual as well.

### **Test Description**

Play a round of game and Check the interface of the game. Next seeing whether have any change in the game interface after a action.

### **Test Analysis Report**

If the points earning by the player can update after the action of the players, the timely information feedback can be considered achieve in the project. If not, we maybe should check the code we write for the game.

## Test Materials

Some data for testing sent from the client