**Testing Document – Infinity Starship**

1. **Test Plan**

* Infinity Starship will be a game that will be tested with the Agile approach. The scope of it will be a 16-week project that will have features milestones that will be part of broken-down sprint goals.
* Schedule of testing will be done by reviewing completed sprints (2-3 week estimate projection per sprint), with tracked bugs/issues moved to development of upcoming sprints.
* Infinity Starship testing requirements are a Windows desktop/laptop with a keyboard and mouse that can be used to download each build to playtest it.

1. **Test Cases**

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| 1. **Windows Screens** | Requires satisfaction of windows screens functioning and transitioning correctly from one to another (PlayScreenForm to PlayerIDEntryForm). |
| 1. **Spaceship Controls** | Requires satisfaction of starship moving horizontally left and right with arrow keys. |
| 1. **Enemies System** | Requires basic automated movement of UFOs to move gradually left to right descending towards starship. |
| 1. **Shooting System** | Requires both lasers shooting controlled by space key from starship, and automated random shooting from UFOs. |
| 1. **Health/Game Over System** | Requires 3 lives given to the Starship per game, transitioning to a game over when player exceeds to die the given amount. |
| 1. **Scoring System** | Requires starship to be able to collect points from destroying enemies, and a leaderboard to which it can store the final score to. |
| 1. **Play New Game/Quit** | Requires player to be able restart to play a new game or simply exit to the quit game session at any time. |

1. **Test Scenario**
2. Player downloads and opens game manually (.exe file).
3. Player is in gameboard screen(playScreenForm). Player can use the starship(spaceship) controls to navigate left and right and shoot controls to use lasers to destroy UFOs(enemies) and get points.
4. Player continues to play getting points with increasing difficulty until he gets hit by UFOs(enemies), removing one life from the 3 they have available.
5. When Player gets hit 3 times, show message box telling user game’s over with final score. Transition Player to a small PlayaerIDEntryForm pop up that prompts user to input a valid PlayerID identifier that they can save and store their score in a small leaderboard (Within next game iteration in the PlayerIDEntryForm or in message box pop up) for them to see.
6. Player either wants to simply quit by exiting game or play again new game.