SE 3XA3: Test Plan
Mini-Arcade

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February 24, 2020

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Table 1: **Revision History**

Date	Version	Notes
2/24/2020	1.0	Andrew and Arshan divided the project into workable parts for group members and began the rough draft of sections 2, 5, 6
Date 2	1.1	Notes

This document ...

1 General Information

1.1 Purpose

1.2 Scope

1.3 Acronyms, Abbreviations, and Symbols

Table 2: **Table of Abbreviations**

Abbreviation	Definition
Abbreviation1	Definition1
Abbreviation2	Definition2

Table 3: **Table of Definitions**

Term	Definition
Term1	Definition1
Term2	Definition2

1.4 Overview of Document

2 Plan

2.1 Software Description

2.2 Test Team

2.3 Automated Testing Approach

2.4 Testing Tools

2.5 Testing Schedule

See Gantt Chart at the following url ...

3 System Test Description

3.1 Tests for Functional Requirements

3.1.1 Area of Testing1

Title for Test

1. test-id1

   Type: Functional, Dynamic, Manual, Static etc.
   Initial State:
   Input:
   Output:
   How test will be performed:

2. test-id2

   Type: Functional, Dynamic, Manual, Static etc.
   Initial State:
   Input:

Output:

How test will be performed:

3.1.2 Area of Testing2

...

3.2 Tests for Nonfunctional Requirements

3.2.1 Area of Testing1

Title for Test

1. test-id1

   Type:

   Initial State:

   Input/Condition:

   Output/Result:

   How test will be performed:

2. test-id2

   Type: Functional, Dynamic, Manual, Static etc.

   Initial State:

   Input:

   Output:

   How test will be performed:

3.2.2 Area of Testing2

...

3.3 Traceability Between Test Cases and Requirements

4 Tests for Proof of Concept

4.1 Area of Testing1

Title for Test

1. test-id1

   Type: Functional, Dynamic, Manual, Static etc.

   Initial State:

   Input:

   Output:

   How test will be performed:

2. test-id2

   Type: Functional, Dynamic, Manual, Static etc.

   Initial State:

   Input:

   Output:

   How test will be performed:

4.2 Area of Testing2

...

5 Comparison to Existing Implementation

There are several tests that compare the new project to the Existing Implementation of the project.

6 Unit Testing Plan

The pytest library will be used for the unit testing of our project.

6.1 Unit testing of internal functions

6.2 Unit testing of output files

7   Appendix

This is where you can place additional information.

7.1   Symbolic Parameters

The definition of the test cases will call for SYMBOLIC_CONSTANTS. Their values are defined in this section for easy maintenance.

7.2   Usability Survey Questions?

This is a section that would be appropriate for some teams. A possible set of questions to ask beta testers would include:

- What game did you play first?
- What did you think of that game?
- How long did you play?
- Would you play again?
- Did you play any other games?
- Was it easy to get started?