TEST PLAN TEMPLATE.

Test Plan Identifier: 1.

Introduction:

The project is a visual novel space adventure. Your team has crash landed on a mysterious planet. You must find the parts needed to fix the ship and keep your teammates alive. The characters still surviving at the end determine the ending. If the stasis of the characters, the resulting paths, and the obtained tools are properly kept up with and followed, then the system is working

- I will run through the game and see if every object and script is working.

- The game should keep track of who is alive, if they are not alive, they do not appear at the end and give me a worse ending.

- If I do not have all the parts yet, the game cannot move along to the next step if I select the option from the main menu.

- Depending on who is alive, different ending mini games will play involving fixing the ship and piloting it to safety.

References:

- o Project Plan

- o script.rpy https://github.com/JoeyBeasley/JoeySP/blob/master/script.rpy

Test Items:

- script.rpy. It contains the script and code

- requirements.md

- Renpy, it runs the script

- Visual Studio Code, it is where I create and edit the code

Features to be Tested:

- o Script

- o If a character is found

- o If the character is alive

- o If the parts are found

- o The count of who is surviving as that determines the ending.

o   Sound and music

o   The various minigames, the criteria to activate/fail/pass them

Features Not to Be Tested:

- Blueprint

    o   Need more time to learn how to boolean the display of those objects (the tools) and display them in their proper place if found. It's also not really needed since there are only two parts to find.

- Character stats

    o   Not really needed currently and would take up a lot of time/space. Might be scrapped altogether for time.

Approach:

o   I will open Renpy and click "Launch Program" for my build. From there, I will do multiple run-throughs of the game, with different selected scenarios each time. I will track what is working and what needs to be corrected. I will see if the mini games work and if you can fail them, along with being given the option to try again in most scenarios.

Item Pass/Fail Criteria:

- If it keeps track of if someone has died and it affects the ending/It does not keep track of who isn't alive and still displays them in the ending.

    o   1. Load a file

    o   2. Let someone die

    o   3. Get to the ending and see if it is the corresponding one.

- Adding a found tool to the list of items, and once all of them are found, allowing the ending to start/The ending starting when you do not have all the parts or the ending not activating when you have the parts needed

    o   1. Play the game and find one of the tools (such as the wrench)

    o   3. Select the leave option once warped back to the hub

    o   4. See if it only lets me leave if all parts are found

- If the navigator has given us a blaster, we can use it/Not being able to use the blaster if we have it.

    o   After starting a new game, travel through the forest, and locate the Navigator

- o Get my blaster

- o Access both scenarios that involve the blaster

- o See if I am allowed to use it if I select the option, if I can, I have it!

- Every time a character speaks, a text appears in a readable font of at least 12 pts./The font does not appear

    - o Load the game and make a character talk

    - o The text should display and be readable

- Text options display in a readable font and leads to the next textbox and scenario/Text options are not readable or do not advance

    - o Hit the advance button when the text appears

    - o It should lead to the next line of text

- Hearing the audio/Audio is not audible

    - o Get to parts where sound should play (blaster sound/item get)

    - o Hear if the sound plays once, does not loop

- There should be a boolean for members still alive or died/The boolean does not work

    - o Start a new file and progress through the story

    - o Let characters die

    - o See if the boolean works for the members killed and what ending is displayed.

- Testing the different scenarios and seeing if they lead to their own arc in the story/The arcs all lead to the same point

    - o Start the game and select a different option each time

    - o See the results (not finding member, member dying, spending an extra day stuck on the planet)

- Each choice should lead to a different consequence or action/The choices and their payoff are not rendered

    - o Do something that impacts the story, such as mistaking your teammate for an imposter alien.

    - o Observe consequences (losing a member or failing a mini game)

- The game should keep up with which tools are found/The tools are not listed as found when they have been retrieved, or vice versa.

  o Play through the game and find the items needed to progress

  o Select the option to leave the planet, if the tools are not accessed, the interface should make you stay until you find them.

- Send the player back to the hub when a part is found or when given the option/Once a part is found or if they are given the choice, they cannot go back to the hub

  o Play through the game and obtain the items in an area.

  o Be sent back to the hub with the commander greeting me

- The game should save when prompted and overwrite the previous/The game does not save or overwrite

  o Reach point where I want to save

  o Renpy displays save files

  o I can select and override mine

- One mini game for repairing the ship has you select the right tool for fixing something wrong. If you pick wrong, you have to start over/Every answer is considered right, no answer is registered as correct, the mini game does not start or end

  o Get to the part of the game where all the parts are found and the mechanic is safe

  o Play the mini game

  o If I get all five right, we move on to flying the ship

  o If I get one wrong, I have to start over, stopping once I get five correct

  o No question should show up twice in a single go, there is a boolean in the randomizer that won't let the question repeat if answered correctly.

- One of the finales is a quick time event, four arrow keys are listed and you must enter them in the correct order in a time limit or else you will crash./The mini game does not work, whether it be the keys not registering, or the game not ending

  o Reach the last part (I included a shortcut in the main hub to reach this) and start it

  o The order of keys are spelled out

  o In three seconds, type those keys in the order they were listed, if done correctly, move on to the next prompt

- o If failed, crash the ship and give the players a game over before provided the option to try again.

- o If all instances are completed successfully, cue up the finale, congratulating the player.

- Another final section shows meteors in front of the ship. Depending on their positions, you must either type in the arrow key representing the opposite direction to steer around them, or press the space bar to shoot at them if they are in the center of the screen./The keys or space bar do not register, the mini game does not start or end properly, the meteors do not appear

  - o Get to the last part (Had a shortcut in the main hub in one build)

  - o Display a meteor on one part of the screen (up, down, left, right)

  - o Que a quick time event where you must type the arrow opposing the position of the meteor. If entered correctly, you will move on to the next section before winning.

  - o If it is in the center, pressing the spacebar in time will blast it and allow you to move on.

  - o Failure will give you a game over, followed by a prompt allowing you to start the section over.

- When spending time with the mechanic, you are given the option to either ask her a question or to have her ask you a question./The question is not put out, the wrong boolean is activated base don ho or what is asked.

  - o If you offer to be asked, she will ask for your input, which should be saved to an input variable.

  - o If you ask her a question, you pick one of three, later on an imposter appears and you use that question to decide which one is the real her. A variable boolean for each of the three is implemented, with the one representing the question you asked being set to true. That question is brought up when deciding real from fake.

Suspension Criteria and Resumption Requirements:
- If one needs to exit, Renpy provides an exit and save.

- I need to have characters disappear when you are done talking to them, or when another character shows up.

- The main hub and intro need backgrounds.