Illuminati Board Game Application Test Plan

**[Version 1.0] Project Team:**

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# **I. Introduction**

This is the test plan documentation for Team 4 Star’s digital implementation of the Illuminati board game. Encompassed within is a log of test cases serving as a metric for project features progress and successful implementation. Additional requirements on deliverables, environment, frequency of testing, and the responsibilities and expectations of the product test lead to analyze and interpret test case results for proper metrics.

# **II. Test Plan**

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| --- | --- | --- | --- |
| Test ID | Description | Expected Results | Actual Results |
| T01 | Run Application | Display Main Menu |  |
| T02 | Start Game | Game UI loads with basic ruleset |  |
| T03 | Start Advanced Game | Game UI loads with advanced ruleset |  |
| T04 | Exit Application | Application is terminated |  |
| T05 | Start of Game Actions | Each player receives a random Illuminati and appropriate income |  |
| T06 | Assign Illuminati | Randomly assign each player an Illuminati |  |
| T07 | Reveal Initial Groups | 4 uncontrolled groups are placed on game ui face up |  |
| T08 | Determine 1st player | A player is assigned the first turn and initiates their Sequence of Play |  |
| T09 | Sequence of Play | All Actions that encompass a turn can be completed properly and the properly checks if a player has won the game before advancing to the next player’s sequence of play |  |
| T10 | Collect Income | Bank distributes the correct income to active player’s Illuminati and controlled groups |  |
| T11 | Draw a Card | Player draws a card and is presented appropriate options based on type of card drawn |  |
| T12 | Group Card Drawn | Places the group card face up |  |
| T13 | Special Card Drawn | Gives option to place card face up or face down, if this occurs during Add Targets it is discarded |  |
| T14 | Take Action Phase | Player is prompted to and able to make regular or free actions, as well as pass the turn |  |
| T15 | Regular Action | Player is able to choose a regular action option and successfully complete and apply any of those actions to the board. Reduces remaining regular actions available this sequence of play by one. |  |
| T16 | Transfer Money | Player is able to choose a group and one adjacent to transfer money to |  |
| T17 | The Attack | All players are given the appropriate actions and able to initiate them in an attacking scenario |  |
| T18 | Moving a Group | A player is able to successfully move a group to an appropriate location. |  |
| T19 | Free Action | Player is able to choose from all free actions options and successfully complete and apply any of those actions to the board. |  |
| T20 | Drop Group | A player is successfully able to remove a group from the power structure |  |
| T21 | Aiding an Attack | A player is successfully able to use a transferable power to assist another group. |  |
| T22 | Giving away a special card or money | A player is able to transfer money or a special card to another player. |  |
| T23 | Using a Special Card | A player is able to use the ability of a special card and successfully receive or apply its effects. |  |
| T24 | Passing | A player is able to pass the turn ending their sequence of play and receiving 5MB. |  |
| T25 | Take Special-Power Actions | Players with the Illuminati The Bermuda Triangle or The Gnomes of Zurich are able to active their special power |  |
| T26 | Add Targets | At the end of a player’s sequence of play if there are fewer than two uncontrolled groups in play, cards are drawn until there are two uncontrolled groups in play. |  |
| T27 | Game Win Check | Upon completing a player’s sequence of play if a player(s) has met the basic goal, advanced setting goal if playing an advanced game, or Illuminati goal, they win the game and the game ends. |  |
| T28 | Adjusting Game Length | User is able to adjust groups required for basic goal or set win condition to play by power instead.This is then correctly applied to start an advanced game |  |
| T29 | Hidden Goals | User is able to allow each player to have a special goal and adjust the UFo’s power by +1. This is then correctly applied to start an advanced game |  |
| T30 | Hidden Illuminati | User is set player’s Illuminate as hidden and allow players the option to guess another’s Illuminati and if correct appropriately reveal it. This is then correctly applied to start an advanced game |  |
| T31 | Larger Game | User is able to start a game with 7 or 8 players and appropriately increase income by 3 for 7 players and 5 for 8 players. This is then correctly applied to start an advanced game. |  |
| T32 | Leave Game | Player is able to successfully leave the game, their turn is no longer in rotation, their groups are left uncontrolled, their treasuries are returned to the bank, and their Illuminati card is removed from play |  |

# **III. Testing Deliverables**

Testing Deliverables

Specific test case specification forms will be filled out for each test case. These will require the result of all test steps/substeps and any bugs that discovered that affects functionality of any type. There will an additional filled out summary of execution on these test case forms for administrative review by the Product Test Lead. Product Test Lead will interpret results of test case specification forms and translate the result into the Test Plan/Test Log and its scored results in regards to acceptance for completion.

# **IV. Environmental Requirements**

Tests will require computer systems with JDK 12.01 installed and an appropriate IDE to assist in debugging and executing test case implementations. Security and confidentiality of test results is not a high priority and therefore no additional encryption is necessary. Channels of communication will be necessary in the form of a shared test log and test cases.

# **V. Staffing** The developer that pushes the commit for a feature that a test case encompasses or involves will ultimately be responsible for filling out a test case documentation to be provided to Product Test Lead for review, analysis, and scoring in the Test Plan History.

# **VI. Schedule** Exhaustive batch testing of all test cases following each commit. Commits will occur twice per week with a possibility of additional commits per week should it be necessary.

# **VII. Risks and Contingencies** Specify any potential risks and plans for mitigating, addressing and/or resolving those risks.

# **VIII. Approvals** Product Test Lead will review test case results and sign off on results before committing to Section II test plan history.

# **IX. Document Revision History:**

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| --- | --- |
| Version | 1.0 |
| Name(s) | Team 4 Star |
| Date | 6/13/19 |
| Change Description | Initial Test Plan |

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| --- | --- |
| Version | 1.1 |
| Name(s) | Team 4 Star |
| Date | 6/18/19 |
| Change Description | Introduction and Test Plan updated |

