**Test Specification**

**For**

**Project R**

|  |  |
| --- | --- |
| **Instructor:** | **Professor Char** |
| **Team Members:** | **Min Dye, Ryan Do, Peter Wainwright, Scott Hargrove** |
| **Cycle:** | **4** |
| **Date Submitted**: | **4/22/2018** |

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**Grading Rubric – Test Specification**

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Achievement** | **Minimal** | **Exemplary** | **Pts** | **Score** |
| **Content** | Section(s) missing, not useful, inconsistent, or wrong. | Provides all relevant information correctly and with appropriate detail |  |  |
| Introduction |  |  | 5 |  |
| Test Specs |  |  |  |  |
| Selection | Aspects tested are trivial | Tests clearly address core system functions | 20 |  |
| Organization | Tests are disorganized, IDs or Objectives are not meaningful | Tests are well-organized with structured IDs and clear objectives | 20 |  |
| Set-up | Steps are unclear or incomplete | Complete, easy to follow conditions and steps | 20 |  |
| Results | Unclear or incomplete | Complete and clear | 20 |  |
| **Grammar and Spelling** | Many serious mistakes in grammar or spelling | Grammar, punctuation, and spelling all correct | 5 |  |
| **Expression** | Hard to follow or poor word choices | Clear and concise. A pleasure to read | 5 |  |
| **Tone** | Tone not appropriate for technical writing | Tone is consistently professional |  |  |
| **Organization** | Information difficult to locate | All information is easy to find and important points stand out | 5 |  |
| **Layout** | Layout is inconsistent, visually distracting, or hinders use | Layout is attractive, consistent, and helps guide the reader |  |  |
| **Late Submission** |  |  |  |  |
| **Total** |  |  | 100 |  |

**Test Specifications**

## **B**UGs - 000 **- <Design Entity Name>**

**Bug Fixing Test (BF 01) - Random Stopping (R.D.)**

|  |  |
| --- | --- |
| **Objectiv**e | Changing game objects in Unity to prevent the player from “randomly stopping” on getting stuck on game objects |
| **Set-u**p | Take 10-15 minutes to run the game and note where the stopping happens |
| **Expected Result**s | After we adjust some of the game objects, the player shouldn’t get stuck at random times anymore. |
| **Actual Result**s | Test was successful. Player gets stuck less (still have to do rest of the level) |

**Bug Fixing Test (BF 02) - Build Issue (R.D.)**

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| --- | --- |
| **Objective** | Our game wouldn’t “build” (save as) a separate game file outside of Unity. Double checking on code and looking at online resources should help. |
| **Set-up** | Research and double checking code to determine any errors preventing it from being built. Try to build the game one more time to see if it can be built. |
| **Expected Results** | Game should be built and playable outside of the Unity Editor |
| **Actual Results** | Game was successfully built |

**Bug Fixing Test (BF 03) - Enemy Interaction (R.D.)**

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| --- | --- |
| **Objective** | Check to see if colliding with the enemy repeated does damage rather than just hitting once and only pushing the character back afterwards |
| **Set-Up** | Changing code and elements in Unity to have a better “collider”. Initial testing for 10-15 minutes to ensure how the enemy reacts and interacts with the character |
| **Expected Results** | Character will be hit multiple times after being in contact with slime for too long |
| **Actual Results** | Character gets hit at a steady rate while being in contact |

**Animation Adjustment Test (AA 01) - Movement Animation (for character and weapons) (R.D.)**

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| --- | --- |
| Objective | Make sure animation flows much better while moving (character movement and the weapon moving alongside the character) |
| Set-Up | Taking a good 5-10 minutes to see how smooth the movement animation is and deciding to add frames or make a new animation to improve it |
| Expected Results | Smoother movement for the character |
| Actual Results | Weapon animation is finished; Character Movement still needs some work |