Test Specification

For

Project R

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| **Cycle: 4** |  |
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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.

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| --- | --- | --- | --- | --- |
| **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 Specification

**Test 1 - Level Transition**

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| --- | --- |
| **Objectiv**e[Instr7] | This allows the player to transition from level to level as they complete each one. The input would be a player completing a level, the output would be moving on to the next level. |
| **Set-u**p[Instr8] | Set aside 15 minutes for testing.We will test by moving to the next level over and over again until we are confident it works as it should. |
| **Expected Result**s[Instr9] | The player is able to transition to the next level smoothly with no problems. |
| **Actual Result**s[Instr10] |  |

**Test 2 - New Enemy**

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| --- | --- |
| **Objective** | This is a new enemy that the player will have to deal with. |
| **Set-up** | Set aside 15 to 30 minutes to test this new enemy. Testing this enemy will involve killing and dying to it multiple times as well as testing it’s attack over and over again until we are satisfied. |
| **Expected Results** | There should be no problem with the player killing the enemy and the enemy killing the player, all health and damage values should calculate properly. |
| **Actual Results** |  |

**Test 3 - Level 2**

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| --- | --- |
| **Objective** | This is the second level that the player will be able to access. This level will have multiple enemies that the player will interact with. |
| **Set-up** | Set aside 45 minutes to an hour for testing. We will test it by interacting and fighting the multiple enemies on the level as well as progressing to the level multiple times. |
| **Expected Results** | The player should have no problem progressing to and finishing the second level. The player should keep the same status they were in on the previous level and all health and damage values should calculate properly. |
| **Actual Results** |  |

**Test 4 - Frame of Inventory**

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| --- | --- |
| **Objective** | Lay the groundwork for an inventory system |
| **Set-up** | This will require 10-20 minutes to check on as it isn’t the final form of this aspect. This aspect will just be checked in on to make sure everything is in place for the finishing touches to be put together. |
| **Expected Results** | The framework of an inventory system should be in place, won't actually be there yet though so not much in terms of visible results. |
| **Actual Results** |  |

**Test 5 - Changed Health System**

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| **Objective** | This will be a new health system that splits the hearts we have right now into four parts each, allowing the enemies to deal less than a full heart so some enemies can be more or less harmful. |
| **Set-up** | This will have 15 to 25 minutes set aside for it for testing. |
| **Expected Results** | The testing will be taking damage and making sure the proper amount is reduced from the health over and over again until we are satisfied that it works correctly. |
| **Actual Results** |  |