Test Specification

For

Project R

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| **Team Members: Min Dye, Ryan Do, Peter Wainwright, Scott Hargrove** |  |
| **Cycle: 5** |  |
| **Date Submitted: 4/29/2018** |  |

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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

**Play Testing**

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| --- | --- |
| **Objective** | Have people test our game and get feedback from them to find out the ups and down of each part of the game. |
| **Set-up** | Get people willing to test the game and give them access to the game for testing, followed by asking questions and getting feedback about their experience. |
| **Expected Results** | Hopefully we’ll get good feedback that will allow us to pinpoint what needs to be changed and what can be kept the same or what needs to be fine tuned. |
| **Actual Results** |  |

**New Enemy**

|  |  |
| --- | --- |
| **Objective** | Create a new bat enemy that is complete and ready to be put in the game. |
| **Set-up** | After creation set aside 45 minutes to test and make sure no errors with interacting with the enemy. |
| **Expected Results** | The enemy will deal proper amount of damage to the player, be killable, and move around as we want it to. |
| **Actual Results** |  |

**Level 3**

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| --- | --- |
| **Objective** | Create a new level for the player to advance to and to advance from later on. This new level should be complete with enemies and new graphics. |
| **Set-up** | Set aside 1 hour to fully test all enemies and areas of the map to make sure everything is behaving as it should. |
| **Expected Results** | The player will be able to progress to this level with no problem, walls and floors should act as they should, and the player should take damage and be able to fight properly. |
| **Actual Results** |  |

**Aesthetics**

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| --- | --- |
| **Objective** | Create more tile types to bring more colour to the game. This includes graphics and tilemap placement. |
| **Set-up** | Set aside 20 minutes to make sure the tile can be put in the game properly and that no errors arise while interacting with it. |
| **Expected Results** | The new tile should look nice and fit in with the environment, while also working and interacting properly with the user and creatures in the level. |
| **Actual Results** |  |