Test Specification

For

Project R

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| --- | --- |
| **Instructor: Professor Char** |  |
| **Team Members: Min Dye, Ryan Do, Peter Wainwright, Scott Hargrove** |  |
| **Cycle: 5** |  |
| **Date Submitted:** |  |

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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 Specifications[Instr3]

## 

**Level Design**

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| --- | --- |
| **Objective** | Create a fourth level for the player to progress to and past. |
| **Set-up** | Create new enemies and tiles for the level. Set aside 45 minutes for testing. |
| **Expected Results** | The player should be able to progress to and from the level smoothly with no problem. The player should be able to hurt and be hurt by all of the enemies on the level, and everything should die correctly. |
| **Actual Results** |  |

**Boss**

|  |  |
| --- | --- |
| **Objective** | Create a boss for the player to fight against that will reward the player when defeated. |
| **Set-up** | Create a unique enemy that will prove a challenge to fight for the player and will reward the player appropriately. Set aside an hour for fully testing. |
| **Expected Results** | The player should be able to take damage from the boss as well as damage the boss, and both should die after taking enough damage. The boss should give the player a reward upon completion and that reward should function properly. |
| **Actual Results** |  |