Test Specification

For

Project R

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| --- | --- |
| **Instructor: Professor Char** |  |
| **Team Members: Min Dye, Ryan Do, Peter Wainwright, Scott Hargrove** |  |
| **Cycle: 8** |  |
| **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 |  |

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**Debugging**

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| --- | --- |
| **Objective** | Go through the game and find any bugs, then resolve them. |
| **Set-up** | Find out the bugs through either self testing or through play testers. |
| **Expected Results** | Plan on spending 3-4 hours going through entire game and finding any bugs that might hurt the game, and fixing them all. This will be the main focus of this week so much work will be done on it. |
| **Actual Results** |  |