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10/24/2019

King Of Tokyo

Test Plan

Several thin, curved lines in shades of blue and grey originate from the bottom left and sweep upwards and to the right.

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I. Introduction

This serves as the plan for testing all features of the digital game King Of Tokyo as well as reporting of test results.

II. Test Plan

See Test Cases Excel Sheet:

[Test Cases Document](#)

III. Testing Deliverables

1. Test Design Specification: see [Test Cases Document](#)
2. Test case Specification: see [Test Cases Document](#)
3. Test Procedure Specification: see [Test Cases Document](#)
4. Test Log: see [Test Cases Document](#)
5. Test Incident Report: see [Test Cases Document](#)
6. Test Summary Report: see [Test Cases Document](#)
7. Test Input and Output Data: see [Test Cases Document](#)

IV. Environmental Requirements

Minimum Hardware requirements:

- PC: running Linux OS, free disk space of 20GB of, 4GB of ram, capable to connect to the internet

Software requirements:

- Java JRE 8 or greater
- Browser
- King of Tokyo Game

V. Staffing

Every person is required to have their own testing-environment setup. They need to be familiar using Git or any other version-control system, NetBeans, Visual Studio Code, GitHub, and Trello

Lam Nguyen is conducting and recording test cases TC001-TC006

Aurelio Huelel Torres is conducting and recording test cases TC007-TC013

Jon Ham is conducting and recording test cases TC014-TC020

VI. Schedule

Tester	Test Case	Time
Lam	1-6	2 nd - 3 rd Week of Nov. 2019
Aurelio	7-13	2 nd - 3 rd Week of Nov. 2019
Jon	14-20	2 nd - 3 rd Week of Nov. 2019

VII. Risk and Contingencies

Risks include hardware limitations where storage might be an issue when developing the game in the IDE. RAM issues might require upgrading hardware components. Plan to mitigate these risks in development: To develop on a capable machine

VIII. Document Revision History

Date	Version	Description	Author
10/30/2019	<1.0>	Initial draft	Jon Ham, Lam Nguyen, Aurelio Hueletl Torres