IBG Test Plan

**Version 1.1**

**6/13/19**

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## **Introduction**

The intent of this document is to test all aspects of the game. This serves as the plan for testing all software artifacts as well as the reporting of the test results. There are about 40 test cases for each single component of the game. We strive to reduce the possibility of the game failing, thus we will keep notes of all individual components tested. It is expected that more test cases will be added to this document as the development of the game progresses.

## **Test Plan**

Test Case Specification

|  |  |  |  |
| --- | --- | --- | --- |
| Test ID | Description | Expected Results | Actual Results |
| P1 | Program started | Program starts |  |
| P2 | Play | Game prompts for player names |  |
| P3 | User populates lobby | Names are listed in fields |  |
| P4 | Game start | The game opens a new window for the start of the game |  |
| P5 | Shuffle |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Test ID | Description | Expected Results | Actual Results |
| GL1 | Turn order decided | A random order of players is generated |  |
| GL2 | Players assigned Illuminati cards | Each player gets an Illuminati card |  |
| GL3 | Income Distributed Collected | Each card gets its specified income |  |
| GL4 | Draw Card | A card is removed from the deck |  |
| GL5 | Attack a Group to control | Attacker rolls dice and a successful attack is decided based on it |  |
| GL6 | Neutralize a Group | Attacker rolls dice and a successful attack is decided based on it |  |
| GL7 | Destroy a Group | Attacker rolls dice and a successful attack is decided based on it |  |
| GL8 | Transfer Money | Money is moved from one group card to another |  |
| GL9 | Move Group | Group card changed location of power structure |  |
| GL10 | Give Group Away | Group card is discarded from power structure into another player |  |
| GL11 | Drop a Group | Group card is discarded from power structure |  |
| GL12 | Give away Money | Money is subtracted from group card into another player’s group card |  |
| GL13 | Give Away Special Card | Special card is discarded from player into another player |  |
| GL14 | Use a Special | Special card is discarded and ability takes effect |  |
| GL15 | Pass on Turn | Player’s turn is finished. Next player goes. |  |
| GL16 | Interfere | When there is an attack, a player can help aid or defend a group card attack |  |
| GL17 | Make Attack Privileged | After using some sort of ability, no other player can interfere with an attack |  |
| GL18 | Use Illuminati Ability | An ability takes effect of a player’s illuminati card |  |
| GL19 | Resign | A player forfeits thus leaving the game |  |
| GL20 | Group(s) Added to Center | Group card is placed to uncontrolled groups |  |
| GL21 | Player eliminated | A player is removed from the game |  |
| GL22 | Use Global chat | A message is delivered to all players of the game |  |
| GL23 | Use private chat | A message is delivered to the intended individual |  |
| GL24 | Group Ability | A group card’s ability takes effect |  |
| GL25 | Roll dice | A roll is randomly decided between 2 and 12 |  |
| GL 26 | View Other Players Boards | Player’s power structure is rendered on the game screen |  |
| GL 27 | View your special cards | You can see your owned special card’s name and description |  |
| GL28 | End Turn | You end your turn. You get 5 MB of income to chosen group card |  |
| GL 29 | Increase Power | Your power in an attack is increased |  |
| GL 30 | Increase Resistance | Your resistance in an attack is increased |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Test ID | Description | Expected Results | Actual Results |
| E1 | Complete Basic Objective | Player is declared victorious of game |  |
| E2 | Complete Special Objective | Player is declared victorious of game |  |
| E3 | Player Eliminates All Other Players | Player is declared victorious of game |  |
| E4 | A Player is Named the Winner | Player is declared victorious of game |  |
| E5 | Game Program Exits | The game closes with no errors |  |

## **Testing Deliverables**

* IBG Test Plan
* IBG Test Cases

## **Environmental Requirements**

The Environmental Testing Requirements are:

* Windows PC
* Java Runtime Environment 8 (JRE) is installed

## **Staffing**

One person will be in charge of major testing. Everyone will test mini individual parts on their own on the functions they were assigned. Some problems will need extra searching online or in books to help solve. Everyone working on the project is knowledgeable in Java so no major programming training is needed.

## **Schedule**

We plan to test at least 3 times a week.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Mon | Tues | Wed | Thur | Fri | Sat | Sun |
|  | Test | Test | Test |  |  |  |

## **Risks and Contingencies**

Program could break with no apparent fix.

Contingency: We have the code on github so we can go back to previous workable versions.

Time Constraints

Contingency: Focus on the most important parts of the program first. If we have time for something like ai left we can implement that later.

Hardware failure

Contingency: Can happen and are unfortunate and unforeseeable but github helps recover some of the lost code.

## **Approvals**

|  |  |
| --- | --- |
| Test Case ID | Approvee |
| Pre Game | |
| P1 |  |
| P2 |  |
| P3 |  |
| P4 |  |
| P5 |  |
| Game Logic | |
| GL1 |  |
| GL2 |  |
| GL3 |  |
| GL4 |  |
| GL5 |  |
| GL6 |  |
| GL7 |  |
| GL8 |  |
| GL9 |  |
| GL10 |  |
| GL11 |  |
| GL12 |  |
| GL13 |  |
| GL14 |  |
| GL15 |  |
| GL16 |  |
| GL17 |  |
| GL18 |  |
| GL19 |  |
| GL20 |  |
| GL21 |  |
| GL22 |  |
| GL23 |  |
| GL24 |  |
| GL25 |  |
| GL26 |  |
| GL27 |  |
| GL28 |  |
| GL29 |  |
| GL30 |  |
| End Game | |
| E1 |  |
| E2 |  |
| E3 |  |
| E4 |  |
| E5 |  |

## **Document Revision History**

|  |  |
| --- | --- |
| Version | 1.0 |
| Name | Lucky7 |
| Date | 6/14/19 |
| Change Description | Initial document |