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| Software Testing  Test Planning Project |
| GitHub Repository <https://github.com/LuqmanFarooq/Software-Testing-Test-Planning-Project>  Muhammad Luqman  G00353385 |



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### **INTRODUCTION**

#### Project Overview

This game is a 2D side-scrolling platformer, inspired by the likes of ‘Salt and Sanctuary’, ‘Shovel Knight’, and ‘Fancy Pants’, with elements from ‘Skyrim’ (mainly in the way the player character and enemy characters attack). The artwork is inspired mainly by Shovel

Knight, which uses mainly pixel art to create its characters and world. The gameplay is inspired by ‘Salt and Sanctuary’ and ‘Dark Souls’ and ‘Skyrim’, which will see the player navigate progressively difficult levels with a wizard type character that uses magic a lá ‘Skyrim’. Each level has several enemies that the player must defeat to progress. Each level also has a boss that the player must defeat to progress to the next level. Each level contains pickups for the player, such as health pickups to replenish the player’s health.

The game will have three options on start-up: ‘Play’, ‘Settings’, and ‘Exit Game’.

Selecting ‘Play’ will take the player into the game and the player will begin at Level 1.

If a save system can be implemented, the player will begin at their last saved

point. ‘Settings’ will allow the player to edit game settings, such as sound level and

music level. ‘Exit Game’ will quit the application’. OPTIONAL: Include a ‘Load Save’,

‘Save Game’, and ‘Delete Save’ option. This will allow the player to create multiple

save files and be able to choose which one to load.

The game will include several options when the game is paused, similar to those

available on start up. The player will be able to resume the game, access settings,

restart the level and exit the game. The player can resume the game by selecting the

appropriate option or simply pressing the assigned button for pausing/resuming the

game. The player can access the settings and can adjust the sound level and music

level, for example. Choosing to restart the level will reset the entire level. This entails

resetting the player’s position to where they were when they first started, resetting

the enemies’ position and resetting any and all pickups.

Basic controls:

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| **Action** | **PC** | **Mobile** |
| **Move** **Forward** | Right arrow key/D | Arrow on screen |
| **Move Backwards** | Left arrow key/A | Arrow on screen |
| **Jump** | Up arrow key/W | Arrow on screen |
| **Attack** | Left mouse click/R | Dedicated button |
| **Pause/Resume** | Spacebar | Button in top right of screen |
| **Crouch** | C | Arrow on screen (hold) |

**The Game:**

Once the player has opened the game, they will be presented with three options:

‘Play’, ‘Settings’, and ‘Exit Game’. Selecting ‘Play’ will take the player into the game

and load the first level. The game will start immediately. From here, the player can

progress through the level and once completed and once completed, the next level

will load. At the start of the first level, text will appear on-screen informing the player

of the control screen. The game will feature at least three levels, with each increasing

in difficulty. This could range from having more and more enemies in the progressive

levels, enemies having more health, the player character having less enemies, etc.

Once the player has completed all the levels, the player will be presented with the

option to either start again from the first level or quit the game. If the player chooses.

‘Settings’ instead, they can instead adjust the sound level or music level. ‘Exit Game’ will close the game. Once inside the game, the player can pause the game at any time. From here, they can access a number of options: resume the game, access settings, restart the level, or exit the game.

## Objectives and Tasks

#### Objectives

The software test will ensure that our software is free from input errors and all the game logic will function as intended. For example:

After the game informs the player/user that there are no more waves of enemies, there should not be any more strains of enemies coming to attack the player

enemies and other entities on screen should not behave erratically and all positioning and attack scenarios should be accounted for

pickups work error free and functions as intended.

the player should only be able to “click on” certain elements in the user interface, with extraneous clicks not serving any purpose and performing no action.

## Scope

#### General

* Main Menu Functions.
  + art (world, texture etc.)
  + music, audio and the sound effect.
  + title screens.
  + Buttons and Functions.
* Pause Menu Functions.
  + art (world, texture etc.)
  + music, audio and the sound effect.
  + Buttons and Functions.
* Gameplay Functions.
  + animation (the like and quality of the realism, movement, and frame rate)
  + art (character model, terrain or world, texture, objects, etc.)
  + game logic and flow.
  + scene/level.
  + the action properties.
  + the player properties.
  + the situation to advance to the subsequent level.
  + increasing levels of difficulty
  + the scoring
  + the AI logic (for both offensive play and defensive play; player positioning and movement).
  + statistics (pre-game and in-game like high score and player statistics).
  + the gamepad.
  + the usability of the button functions.

#### Tactics

* Unit Testing on Main Menu Functions assigned to (Team 1) to be completed by 22/05/2020.
* Unit Testing on Pause Menu Functions assigned to (Team 2) to be completed by 21/05/2020.
* Unit Testing on Gameplay Functions assigned to (Team 3) to be completed by 24/05/2020.
* Integration Testing on Main Menu and Gameplay assigned to (Team 1 and Team 3) to be completed by 26/05/2020.
* Integration Testing on Pause Menu and Gameplay assigned to (Team 2 and Team 4) to be completed by 26/05/2020.
* Integration Testing on Main Menu, Pause Menu and Gameplay assigned to (Team 1, Team 2 and Team 3) to be completed by 28/05/2020.
* Performance and Stress Testing assigned to (Team 1) to be completed by 29/05/2020.
* User Acceptance Testing to be completed by 10/06/2020.

## TESTING STRATEGY

#### Unit Testing

#### TEST 1

**Test Objective:** Test whether the "Play Game" button on the Main Menu functions appropriately.

**Test Description:** The "Play Game" button will be clicked by the tester and they will assess whether it is behaving as well (also as fast) as it should behave, ensuring that the Game has loaded appropriately.

**Expected Results:** This test will show the Game’s first level on the screen, text will appear on-screen informing the player of the control screen.The proper number of players lives and boss lives displayed to the player at the start and the enemies will begin to assault the player as normally.

#### TEST 2

**Test Objective:** Test whether the "settings" button functions appropriately and that its contents function appropriately - i.e., the option to turn sounds/music on/off, the button that takes you to the high scores screen (which will tell the user their longest-lasting times from infinite mode), and the button that takes you to the achievements screen

**Test Description:**  The "settings" button will be clicked by the tester and they will assess whether it is behaving as well (also as fast) as it should behave, ensuring that the settings screen appears and contains the proper buttons, allowing the player to edit game settings, such as sound level and music level and ensure they function as desired.

**Expected Results:** This test will show the contents of the settings screen, the button for the option for controlling levels of the music and sound effects.

**TEST 3**

**Test Objective**: Test whether the "Load Game" button functions appropriately when no prior game exists

**Test Description:** When the "Load Game" button is clicked on the Main Menu, the tester will ensure that " Load Game" does nothing when there IS NO prior saved data and the button will be grayed out.

**Expected Results:** If no prior saved game data exists, then the "Load Game" button will be grayed-out and the button should serve no real purpose other than to inform the player that no prior saved game data exists.