Unity Project

Test Plan Document

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Draft 1

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*Unity Group*

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1. Introduction
   1. Purpose
   2. Problem Description
   3. Project Scope
   4. Glossary

**Demo** - Playable demonstration of core gameplay mechanics

**PC** – Personal computer

**NPC –** Non-player character

**UI** – User interface

**HUD** – Heads-Up-Display

# Compatibility Testing

* 1. Test Approach
  2. Items to be Tested
  3. Test Risks/Issues
  4. Test Pass/Fail Criteria
  5. Test Entry/Exit Criteria
  6. Test Deliverables
  7. Test Suspension/Resumption Criteria
  8. Test Environmental Needs

1. Functional Testing
   1. Test Approach
   2. Items to be Tested
   3. Test Risks/Issues
   4. Test Pass/Fail Criteria
   5. Test Entry/Exit Criteria
   6. Test Deliverables
   7. Test Suspension/Resumption Criteria
2. Integration Testing
   1. Test Approach
   2. Items to be Tested
   3. Test Risks/Issues
   4. Test Pass/Fail Criteria
   5. Test Entry/Exit Criteria
   6. Test Deliverables
   7. Test Suspension/Resumption Criteria
3. Performance Testing
   1. Test Approach
   2. Items to be Tested
   3. Test Risks/Issues
   4. Test Pass/Fail Criteria
   5. Test Entry/Exit Criteria
   6. Test Deliverables
   7. Test Suspension/Resumption Criteria
4. User Acceptance Testing
   1. Test Approach
   2. Items to be Tested
   3. Test Risks/Issues
   4. Test Pass/Fail Criteria
   5. Test Entry/Exit Criteria
   6. Test Deliverables
   7. Test Suspension/Resumption Criteria
5. References

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| Doc Number |  | Doc Version | Doc Name & Location |
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1. Document Revision History

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| --- | --- | --- | --- |
| Revision | Date | Author | Changes |
| 1.1 | 2/18/2015 | Jonathan Nabors | Updated FRQ/NFRQ |
| 1.2 | 2/22/2015 | Jonathan Nabors | Release Plan, Input Module, Script Flowchart |

1. Appendix

Material including referenced documentation the web or elsewhere, as well as alternative designs or items/ideas for future improvements.