## **Testing Plan Description Methodology Examples** Milestone 2 Brnches Add tests for Finish merged into dev mercenary • Mercenary and portal unimplemented • Tests fixed based on Change boulder finished milestone 2 based on feedback Milestone 2 feedback and bugs Unit tests for M3 Assumptions Brainstorm made based on • Tests for turning on a undefined behaviour and undefined assumptions and lightbulb • Add to assumption s behaviour for basic behaviour • Tests for dikjstra for and propose a mercenary Milestone 3 Classes grouped by superclasses Merge classes into Switch Door and key Integration Logical entities similar stems tests grouped Persistence with within similar Bosses grouped Mercenary fileds Persistence and Time travel Logical, bosses, Mercenary through Tests added Larger persitence merged portal with involving undefined into dev Intergration and persistence behaviour between Dev code refactored • Bomb with different complex superclasses for new behaviour logic activated by New undefined behaviour different boulders behaviour defined testing Dev refactored Front end run to test complex behaviour, extra undefined Front end tested Integration test Reorganise behaviour added to Complex tests folder made involving multiple structure, test Front end run Complex tests classes seperated Coverage tested with front end moved into from unit tests "integration tests" away from unit tests