**Part 2a: Testing Plan & Test Cases**

**Testing Strategy**

**Purpose of this Test Plan** The main purpose of this test plan document is to ensure that all testing that takes place on the project is done in a concise, professional and traceable manor. Tests that occur at random intervals during the process of project development can be expensive, unprofessional and are almost certainly going to be undocumented. If all team members follow this test plan, then tests can be traced back to when it was carried out, its results, and whether or not things need to be done in order to get it done.

**Validation & Verification** Verification testing is the process of ensuring that the product is being built correctly; these tests are in comparison with the product specification to ensure that what is being built is on the right track.  
 Validation testing is ensuring that what is being built adheres to the needs of the user or customer; essentially making sure the right product is being built.  
 The purpose of this section is to ensure that what we are developing is fir for purpose in its intended area of use. Our game has to be playable, able to be completed, and of course enjoyable and polished. The product specification we have for our game will be used to ensure we are on track for verification whilst looking at what an expected user wants, by conducting a user needs analysis, in comparison to what we are supplying.

**Unit Testing** Our unit testing will be focussing on a specific part of the game and will be tested separately to the rest of the system. The unit we have decided to test is the Unit Class as it is the core part of the game. Units attack other units and buildings, some units can collect resources and repair structures. They can be moved by the user to specific locations through giving them orders with the mouse and of course can be destroyed when they run out of health.

**Integration Testing** The integration testing involves taking two modules which have both been unit tested and test their ability to communicate and interact with each other. This is to see if they behave as expected.

**System Testing** System testing involves testing the entire solution as a whole; there is no separation of units, or integrating small sections with other small sections which take place. This is – usually – the final phase of testing, as it begins small (with unit testing for example) and ends big. Once all the units are confirmed as working, and units work with other small units through integration, then it makes logical sense to carry out a full test to see how everything integrates as a whole. In our game, we will test the game from start to finish ensuring that the game responds to the user’s input, entities interact with one another, saving and loading occurs as expected, a test to ensure that there is a victory condition, and so on.

**Testing Plans**

**Unit Testing  
Unit Importance** The Unit Class is of critical importance to the product, as large parts of the game hinge upon its functionality. If this section fails to work then we will have to remove large sections of the game effectively rolling it back to an alpha state where there was no unit implementation and they would have to be re-implemented.

**Test Cases**

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| --- | --- | --- | --- |
| Test Number | Test Description | Justification | Expected results |
| 1 | Hold the “W” key to check if the Tank will move forward | Vehicle movement is an important aspect of vehicle use | The vehicle should move forwards locally to where it is facing |
| 2 | Hold the “S” key to check if the Tank will move backwards | Similarly to test1, vehicle movement is critical to the module | The vehicle should move backwards locally to where it is facing |
| 3 | Press the “1” key to test whether the Tank can correctly target an object | Vehicle targeting will be needed for vehicle combat in-game | The vehicle’s turret should rotate and point towards the front left building |
| 4 | Press the “2” key to test whether the Tank can change targets | Swapping targets will be required of the vehicles in game for combat | The vehicle’s turret should rotate and point towards the front right building |
| 5 | Hold the “W” key to determine whether the Tank can target an object whilst moving | Vehicles will have to be moving whilst in combat, so this aspect will need to be tested | The vehicle’s turret should stay pointing at the assigned target |
| 6 | Hold the “Q” key to rotate the Tank anti-clockwise | Vehicle movement will rely on its ability to rotate and orientate properly | The vehicle body should rotate anti-clockwise |
| 7 | Hold the “E” key to rotate the Tank clockwise | Vehicle movement will rely on its ability to orientate towards it’s selected target | The vehicle body should rotate clockwise |
| 8 | Hold both the “E” key and the “W” key to test whether the vehicle can rotate and move at the same time | Vehicles will need to rotate and orientate at the same time to better represent realistic movement | The vehicle should move forward locally to where it is facing, and so should move around in a large circle |

**Contingency Plan** If the units fail to function as expected, and it is in an unfixable state, then we will have to remove ground functionality and focus on the space unit interactions and combat. If it is in a fixable state then we will reduce functionality in order to present the final working product in a playable state.

**Integration Testing  
Integration Importance** The interaction between units and buildings is an essential feature of ground combat in our game. Without it, several sections would have to be refactored in order to get them to function as expected. For example, without ground combat, space units would have to be responsible for causing damage to buildings, mainly the Command Centre as that needs to be destroyed for victory to be achieved.

**Test Cases**

|  |  |  |  |
| --- | --- | --- | --- |
| Test Number | Test Description | Justification | Expected results |
| 1 | Press the “1” key to assign a target to the tank | The integrated modules will affect the Tank’s firing function, so this will need to be re-tested | The Tank’s turret should rotate towards the building forward and to the right relative to the Tank |
| 2 | Once the target has been locked, wait for the tank to fire a shot at the target | The integrated module includes a process of vehicle attacks, and so must be tested with the vehicle module | The tank should fire a small pellet from its turret towards the target. Once the pellet reaches the target, it should create an explosion particle system, emitting from the target |
| 3 | One the target has received an attack from the vehicle, it should emit smoke to indicate damage | Part of the damage model will involve smoke to indicate damage, and so is a part of the particle module which will be tested | A smoke system should emit from the target, and should increase in intensity over a short length of time |
| 4 | Press the “2” key to change the target | Multiple particle systems are critical to the system, as many different game agents may have active particle systems | Like test 1, the tank turret should rotate to point at the target, which this time is back and to the right of the tank |
| 5 | Once the target has been locked, the tank should fire a shell at the new target | Similarly to the justification to test 4, the system needs to be tested for multiple particle system instances | The outcome should be identical to the expected results of test 2, with a pellet from the turret and an explosion system upon impact |
| 6 | Once the second target has been shot, a smoke system should emit from the target | This test is to ensure that multiple instance of multiple particle systems are supported, and that the performance of the program is not affected | Smoke particle systems should be updating on both targets without a significant hit to frame rate |
| 7 | Hold the “W” key to check if Tank movement is still supported | Despite the second module not effecting the vehicle movement, this test is to ensure that movement has not be compromised during integration | The vehicle should move forward locally to where it is facing |
| 8 | Hold the “Q” key to ensure that the Tank rotation is still functioning | Similarly to test 7, the particle system module integration should not have affected tank rotation, however this test is to check this is the case | The vehicle should rotate anti-clockwise |

**Stubs and Test Harnesses**

**HIGGY!!!!?! Where be art thou Higgy Work!?**

**Test Scripts  
Test Scripts Importance** It is important that the system functions as outlined by the client. Test Scripts will help to ensure that what we have produced is in-line with what has been specified in the design documentation. The design documentation in question is centred on the Test Cases from the Use Case diagram.

**Place Building Use Case Test Script**

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| --- | --- | --- |
| Case Number | Test Case | Expected Result |
| 1 | User selects a building to place | A ‘ghost’ of building appears and moves with player’s mouse position |
| 2 | The user has a building selected | A ‘ghost’ of building appears and moves with player’s mouse position |
| 3 | Comparison between cost of building and minerals of the player | When player clicks, the game should branch down one of two paths; sufficient or insufficient funds |
| 4 | Player has sufficient funds | If player has sufficient funds, no error message is shown and game progresses to check surrounding area |
| 5 | Game checks surrounding area to ensure it is clear of other structures | If surrounding area is clear, ’ghost’ of building is shaded green |
| 6 | Building is not overlapping edge of the grid | If the building is not overlapping, it should again appear green |
| 7 | Game creates building at chosen location | Building no longer tracks the mouse, and the ghost appears white. Can no longer build in that location until building is deleted. |
| 8 | Game deducts cost of the building from the player | The player should have less minerals relevant to the price of the building |
| 2A1 | Insufficient minerals with error message | An alert should display stating that the player does not have enough minerals |
| 4A1 | Surrounding area used with error message | An error message should display stating that the area is in use |
| 5A1 | Building overlaps the edge with error message | An error message should display that the building is not in a valid location |

**Build Units Use Case Test Script**

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| --- | --- | --- |
| Case Number | Test Case | Expected Result |
| 1 | User selects building they want to purchase a unit from | Information for the current building, along with buttons for constructing units, are shown |
| 2 | Button for the unit the user wants to build is clicked | The game begins checks for the specific unit consistent with the button that is being clicked |
| 3 | Game compares cost of unit to the funds of the player | If the player has enough funds, the checks progress |
| 5 | Game checks to make sure unit production queue for that building is not full | If the production queue for the building is not full then the purchase of the unit will be allowed |
| 7 | Game deducts the cost of the unit from the player | The cost of the unit is deducted from the player |
| 8 | Building begins production of the unit | The timer until the unit is finished building begins counting down |
| 3A1 | An error message should display to show that the player does not have enough minerals for the unit purchase | The unit cannot be purchased and an error message is displayed |
| 5A1 | An error message should display to state that the queue for this building is full | The unit cannot be purchased and an error message appears specifying that the unit queue is full |

**Launch Attack Use Case Test Script**

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| --- | --- | --- |
| Case Number | Test Case | Expected Result |
| 1 | User chooses to launch an attack | The game should begin its transition into space state |
| 2 | The Game Checks to see if the player has any ships. | If The player has sufficient ships they are launched into space |
| 3 | The asks how many ships the player wants to commit | A menu should appear to give the player options with regards |
| 4 | The game loads in the ships | The game should load in the ships into rows facing one another |
| 5 | The game enters the attack stage. | The ships should begin attacking one another |
| 2A1 | The player does not have any ships | The game should return to the world state and output an error message |
| 3A1 | The player chooses to cancel the attack | The game should return to the world state |