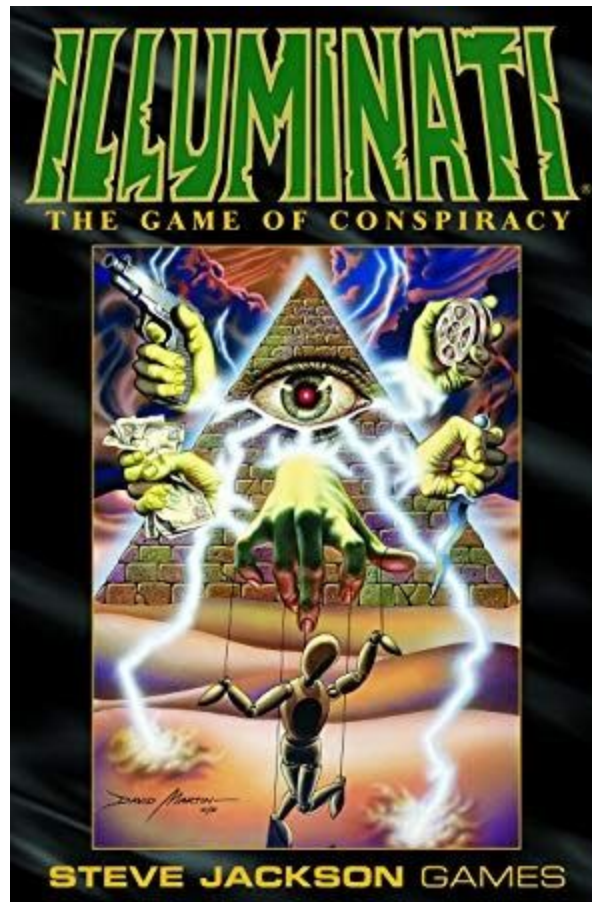


Test Plan for Illuminati



Project Development Team

Julien Delane
Edward Hsin
Matthew Buchholz

Summary

I. Introduction	2
II. Test Plan	2
III. Testing Deliverables	3
Specify the planned testing deliverables which may include:	3
IV. Environmental Requirements	3
V. Staffing	4
VI. Schedule	4
VII. Risks and Contingencies	4
VIII. Approvals	4
IX. Document Revision History:	4

I. Introduction

This document aims to give the plan that we will use to test *Illuminati* on Unity. A test can have two output states: pass or fail. If every test is successful that means our game effectively functions and contains minimal bugs. On the other hand, if at least one case fails this implies that there are bugs or critical errors in the game implementation and these need to be solved as fast as possible to ensure good user experience.

II. Test Plan

Test sheets can be found in this repository at /documentation/Test sheets.xls

III. Testing Deliverables

Specify the planned testing deliverables which may include:

- Test Design Specification
- Test Case Specification
- Test Procedure Specification
- Test Log
- Test Incident Report
- Test Summary Report
- Test Input and Output Data

IV. Environmental Requirements

System requirements:

OS:

- Windows 7 SP1+, 8, 10, 64-bit versions only
- Mac OS X10.10+
- Ubuntu 16.04, 18.04

GPU:

- DX10 compatible graphics card (shader model 4.1)

NETWORK: yes

- In order to test the API a continuous integration plan will be set up on GitHub in order to test every unit test of the API every time the API is modified so we can be sure that the API will always be working. For the API we will use Go's *testify* library.
- For the Game itself we will use Unity test library and for the launcher we will write JUnit tests.

V. Staffing

Learning Unity and C#: Online Resources

We will also need to familiarize with GitHub to implement continuous integration and continuous deployment for the API.

VI. Schedule

The schedule is written in terms of Test Suites (TS):

4/12/2020	4/19/2020	04/26/2020	05/03/2020	05/10/2020
N/A	Launcher TS & Authentication TS	Room TS & Friend TS	In-game Action: Money TS & In-game Action: Trading TS	In-game Action: Cards TS
N/A	Profile/Statistics TS	In-game Action: Attack/Defend TS	In-game Action: Groups TS	In-game Action: Chat menu TS

VII. Risks and Contingencies

Risk description	Probability	Project damage	Contingencies
Unity or another lib is unstable	Low	Low damage	Use librairie that are up to date and stable
No/Low internet connection	Medium	Low damage	Optimize the game so it doesn't transfer too much data
Repository damage	Medium	Medium damage	Learn how to use git properly
Server down	Medium	Medium damage	Having multiple instance of the server running

VIII. Approvals

N/A

IX. Document Revision History:

Version	1.0.0
Name(s)	Julien Delane Edward Hsin Matthew Buchholz
Date	04/11/20
Change Description	All changes