Test Plan

I will test that my users can do what I have aimed to make possible with my program. I will ask a sample user (one of my classmates) to complete tasks within the game for example buying a property or rolling the dice to move. This will not only test that my game is functional but also if it is easy to use.Once my game is fully complete my final test will be getting two people to play an entire game of monopoly, this will test all of my features and make sure that everything is working correctly. When using one user to test my program I will play the other player to make the test more realistic and valid.

I will record my results in a table for each user I use to test my program and if they were successful in completing the task I set out for them. For my final test I will note down all function which are in my game and tick and cross if they work or not throughout the course of the game and writing comments alongside of any errors or problems the users encounter when playing my game, I will do this for all the tests I do.

For my input validation testing I will give my sample user a number of different inputs to input into the machine. I will also use a table to record the results of this test. My program will only use buttons and drop down menus.

In my final test which I previously mentioned (getting two people to play an entire game of monopoly), I will test if my program responds to inputs to calculate the correct outputs, meet my end-user requirements, meet my functional requirements, also if my scope and boundaries have been followed and achieved successfully.

I will do all of my tests throughout the development of my program. I will store all of the information I gather in tables. I will use screenshots throughout my tests to use as evidence, and show them in my test table.