TestLink

Test Plan Design Report

Test Project: Captains and Cannons

Test Plan: Project structure

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Sample test folders.

Check render pipeline is active

Production scenes only include relevant objects

1.1.Test Suite : Scenes

Tests for scene transitions

Test Case CC-11: Combat Scene [Version : 1]			
Author:	sh16hf4722		
Summary: Look through hierarchy and see if there are any non used objects in the scene			
#:	Step actions:	Expected Results:	
2	Version control > incoming	Should not have any incoming updates	
3	Click through gameobjects	No hidden unused objects	
Execution type:	Manual		
Estimated exec. duration (min):			
Priority:	Medium		
Requirements	None		
Keywords:	None		

1.2.Test Suite : Project

test folder structure

project settings etc

Test Case CC-9: Test folder structure [Version : 1]	
Author:	sh16hf4722
Last edit by:	18maje3
Summary: Is the folder structure okay? is it easy to find assets.	

#:	Step actions:	Expected Results:	
1	open Sprites/Characters/	find all chracters in sprites	3
2	open Scripts/Ship	Find all ship scripts	
3	open each folder	no uncategorized files	
4	Open all shaders	No unnecessary nodes	

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Requirements	None
Keywords:	None

Test Case CC-10: Render Pipeline [Version : 1]

Author:	sh16hf4722

Summary:

Make sure the render pipeline is active to ensure correct results while building.

#:	Step actions:	Expected Results:	
1	Click Window > Package Manager > Universal RP	Should say: "Up to date" and "Remove" lower right corner	

Execution type:	Manual
Estimated exec. duration (min):	
Priority:	Medium
Requirements	None
Keywords:	None

Execution time metrics

Time used for executing 3 test cases (min):6