



Test Plan Design Report

Test Project: Captains and Cannons

Test Plan: Balancing

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Test Plan: Balancing combat

Tests that balance combat elements of the game

1.1.Test Suite : Balancing

Contains game balancing cases

Test Case CC-30: ACT 1 Completion [Version : 1]	
<u>Author:</u>	18vigu
<u>Summary:</u> Complete act 1 without too much pressure	
<u>Preconditions:</u> <ol style="list-style-type: none">1. Start the game2. Play through Act 13. Beat the first boss	
<u>Execution type:</u>	Manual
<u>Estimated exec. duration (min):</u>	
<u>Priority:</u>	Medium
<u>Requirements</u>	None
<u>Keywords:</u>	None

Test Case CC-31: ACT 2 Completion [Version : 1]	
<u>Author:</u>	18vigu
<u>Summary:</u> Play through Act 2. Should provide moderate challenge.	
<u>Preconditions:</u> <ol style="list-style-type: none">1. Proceed to Act 22. Play through Act 23. Beat the second boss	
<u>Execution type:</u>	Manual
<u>Estimated exec. duration (min):</u>	

<u>Priority:</u>	Medium
<u>Requirements</u>	None
<u>Keywords:</u>	None

Test Case CC-32: ACT 3 Completion [Version : 1]

<u>Author:</u>	18vigu
<u>Summary:</u> Play through Act 3 and defeat Devon. Should not be easy.	
<u>Preconditions:</u> 1. Proceed to act 3 2. Play through act 3 3. Defeat the final boss	
<u>Execution type:</u>	Manual
<u>Estimated exec. duration (min):</u>	
<u>Priority:</u>	Medium
<u>Requirements</u>	None
<u>Keywords:</u>	None