

Testing Plan:

Unit Testing:

Testing piece placement: 16 pieces in 16 possible locations, 256 tests. 100% successful.

Included in a separate excel file.

Testing victory conditions: 8 possible win conditions with 10 possible victory lines, 80 tests.

100% successful. Included in a separate excel file.

Use Case Testing:

Test Title: Quit Button

Test Description: Launch executable, click quit button.

Test Results: Successfully launched and closed within 1 minute, 100% of the time. 100 tests run.

Functional/Non Functional Reqs met: Quit button

Test Title: Start Game

Test Description: Launch executable, click start game button.

Test Results: Successfully launched and proceeded to game screen within 1 minute, 100% of the time. 100 tests run.

Functional/Non Functional Reqs met: System reaches game screen within 1 minute, start game button.

Test Title: Play 2 player game.

Test Description: Launch executable, proceed to game screen, reach victory condition.

Test Results: Successfully launched and proceeded to game screen within 1 minute, 100% of the time.

Functional/Non Functional Reqs met: System will not exceed 4gb ram usage, 2 player game.

Acceptance Testing:

All users signed the permission form from our focus group.

User: Anna Dyer

Does this application make sense to you: Yes the application makes sense.

Could you play the game to completion: Yes.

Would you consider this app functional: Yes.

User: Mary Field

Q. Does this application make sense to you?

A. Yes, It seems straightforward enough. It appears to be lacking some visual queues for the player to understand how to run the game a bit better, but other than that, it seems understandable.

Q. Could you play the game to completion?

A. Seems to be lacking a few parts, but yes.

Q. Would you consider this app functional.

A. It is most of the way there, but seems to have a few bugs and is lacking helpful visual queues. Could benefit from some polishing.

Interviewer: Austin

User: JC Ross

Q. Does this application make sense to you?

A. Yes, it seems like a fun game.

Q. Could you play the game to completion?

A. We just did, so yes.

Q. Would you consider this app functional.

A. Yes. Still could be improved.

User: Taylor Schildroth

Q. Does this application make sense to you?

A. Yes it does, I understand how to start the game and its pretty intuitive how to move the pieces around. It still needs some polishing around the edges though.

Q. Could you play the game to completion?

A. Yes the game gave me a victory screen when I had won the game.

Q. Would you consider this app functional.

A. The app is functional, Although it still needs to be made more friendly to the eye, it also could use more features

Interviewer: Spencer

User: Brett MacMillan

Q. Does this application make sense to you?

A. Yes, it's pretty straightforward.

Q. Could you play the game to completion?

A. Yes, otherwise how would I win?

Q. Would you consider this app functional.

A. Yes, it seems functional.

Permission forms:

By signing below, I am allowing my answers to be recorded for this acceptability test:

Signature: _____ Mary_Field _____ Date: 5/2/21

By signing below, I am allowing my answers to be recorded for this acceptability test:

Signature: _____ JC_Ross _____ Date: 5/2/21

By signing below, I am allowing my answers to be recorded for this acceptability test:

Signature: _____ Anna_Dyer _____ Date: 5/2/21

By signing below, I am allowing my answers to be recorded for this acceptability test:

Signature: _____ Taylor_Schildroth _____ Date: 5/2/21

By signing below, I am allowing my answers to be recorded for this acceptability test:

Signature: _____ Brett MacMillan _____ Date: 5/2/21