

SUMMARY

Objective: To test and report the bug and issues to the graphics team and programming team regarding models and elements needed for the production of 3D Infinity Game for G4 agile lab.

Goals: To achieve a nearly bug free game by testing all the requirements and functionalities of the game.

Outline: Infinity 3D Game is a project being made during the course of Agile Lab. The group is of 3 teams consisting of Testing, Graphics, and Programming team. The testing team is required to test the game functionalities and all the other things. We have used jenkins and manual testing to fulfil the requirements.

Performance Test Plan

Product Name:	Infinity 3D Game		
Product Version or Build:	Infinity 3D Game v1		
Present Owner :	Mohit Singh		
Created On:	25 April 2018		
Review On:	25 April 2018		
Review By:	Sneha Mam		
Current Version:	Version1		
Change Details:	Walls improved , scorecard Improved , Memory goes to free up time to time		
Current Status:	Approved		
Signing Off Authority:	Name	Position	Signature, Date
	Mohit Singh	Product Owner Team Manager	Mohit (25/04/2018)

(1) Scope of Load & Performance Test Plan: a) What does this document entail? b) What is being tested? c) What is the overall objective of this plan?	 This documents entail about the performance testing result. The performance of the game is being tested. How much memory it consumed. How much requirement it needs. How stable is it. Overall objective is to give the product owner a report about this testing and to give them a fine game.
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<p>(2) Approach: Briefly provide the high-level description of the testing approach that enables to cost effectively meet the expectation stated in the Scope section.</p>	<p>In this we have generally done the manual testing and by manual testing we observe and record the report about the performance of the game.</p>
<p>3) Performance / Capability Goals:</p> <ol style="list-style-type: none"> 1) What is response time for loading the game for the first time? 2) What is acceptable response time? 3) Should acceptable or not? 	<p>10-15 Sec (Changes system to system)</p> <p>10-15 Sec</p> <p>Acceptable</p>
<p>(4) Load Testing Process, Final Report:</p> <p>The internal test team has executed all created scripts. These Scripts will be generated and executed against the system at least three times. Test team have executed these scripts again, after subsequent hardware, software, or other fixes are introduced.</p> <p>Test team to baseline the load as under:</p> <ol style="list-style-type: none"> 1) Response Time each time starting the game 2) Any web or database server errors as reported in the data log. 3) Memory consumption by the game. 4) Stability of the game 5) Speed <p>The Final Report:</p>	<p>10-15 second(changes system to system)</p> <p>No</p> <p>Not Normal</p> <p>Not Good (Game crash when we play game for more time.)</p> <p>Speed goes on decreasing and at last it stops.</p> <p>We have found the memory and some more little graphics related errors.</p>
<p>(5) Bug Reporting and Regression Instructions:</p>	<p>There is a memory issue. while playing the game the memory consumed by game goes on increasing so it should be such that memory should be freed up time to time and there should be no affect on the other functionalities of the game</p>
<p>(6) Testing Tools Used:</p> <ol style="list-style-type: none"> 1) Build 	<p>Jenkins(For build the file)</p> <p>We have done the manual testing.</p>

(7) System / Test Environment: Window : Graphics : Software : Ram :	8.1/10 NVIDIA GeForce GT 540M graphics card. Blender 8GB
(8) Exclusions: a) Compatibility Testing	Compatible with all type of Operating System upon which blender run smoothly.
(9) Test Deliverables: 1) Performance related error 2) Functional bug reports 3) Final report	Memory and speed related errors. Scorecard speed not increasing regularly. All These issues have been resolved now and game is working properly.
(10) Team Members Responsibilities :	Sushil Shah And Suria Kant To do the Performance Testing of the game