Test Plan CECS 343
King of Tokyo

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Introduction

The purpose of this test plan is to plan how we at HTT will test the functionality, usability, and playability of King of Tokyo and confirm our method of action for each test case. Each test case will be performed in-house by each of our three software engineers.

Environmental Requirements

The overall requirements for testing King of Tokyo is to have all the game mechanics working properly with relatively few bugs and no crashes. Furthermore, the game will be tested on multiple machines with different hardware to see if the game is easily able to run on a modern computer. The team will perform these tests and notify each other which tests are complete through Trello and we will stay in contact through text messages. The test results will be documented in a Google Sheet spreadsheet, where each result entry will list the test's ID, description, expected results, and actual results.

Testing Deliverables

- Test Plan
- Test Case Specifications
- Test Tools
- Test Input and Output Data
- Test Summary Report

Test Tasks

- Test Plan
  - Completion of this document
- Test Case Specifications
  - Completion of Test Cases
- Test Tools
  - Google Sheets
- Test Input and Output Data
  - Results of each test case
- Test Summary Report
  - Completion of test cases including test input and output data

Test Items

This test plan will cover every feature addressed in the product's use case document. These features cover user interface and interaction (menus), game mechanics and logic, accessibility, and playability. The descriptions and logical flows created in the use case document will guide the construction of our test cases.

Staffing

The developers will need to have knowledge of object-oriented programming using Java. They will also need to understand how to work with databases and know how to use SQL and Apache Derby for testing the power card database and player database. Each developer will be responsible for testing the functionality of our Java code and features and our database(s). The developers will all be responsible for testing the game logic, accessibility, and playability of the game application on the targeted platform.

Schedule

Assignment	Hours
Providing test cases	10
Execution of test cases	8
Documenting fixes	8
TOTAL	26

Assignment Name	Start Date	End Date
Creating test case specification	10/24/2019	10/30/2019
Execution of test cases	10/28/2019	TBD upon testing
Completed test case report	10/30/2019	TBD upon testing

Risks and Contingencies

The main risk or contingency associated with our test plan is the testing of features that are not fully developed or part of a larger program yet. When each feature is unit tested in

isolation without being completely apart of the program, or without the program being completely finished yet, it may work as intended at the time of the test case, but may need to be tested again when embedded within the larger project. Testing may take longer since each feature isn't completely set into place.

Approvals

Completing the test cases will involve testing each portion of the program highlighted in each test case individually. Unit testing will be the main portion of testing for our use cases. This will deal with testing each main function in our program and documenting the results. After completing each unit test, it must be approved by at least one software engineer on our team. Our program will also undergo integration testing. These tests will make sure that our front-end user interface is functioning properly with the back-end code that has been implemented. These tests will also require one approval by at least one software engineer on our team.

Document Revision History

Date	Version	Names	Change Description
10/28/2019	1.0	Tymee Kong Hunter Davis Tanner Mindrum	Initial Vision Document