# Test Plan: M3

**Milestone 3**

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| **Category** | **Description** | **Steps to Perform** | **Outcome** | **Status** | **Completed By** |
| Playability | 5 minutes of non-repetitive gameplay | Play the game. | 5 minutes of non-repetitive gameplay | ​COMPLETED | Everyone |
| Robustness | Memory Management | Run Visual Studio Profiler | There are no memory leaks from the game itself, but some from the given template. We will be investigating them in depth in the upcoming milestone. | ​COMPLETED | Carlo |
| Robustness | Handle all user input | Tab out of the game, Minimize window by pressing “V” and press any invalid keys (eg. numbers, tab) | Tabbing out pauses the game. Pressing invalid keys does not affect the gameplay. | ​COMPLETED | Carlo, Tarun |
| Robustness | Real-time gameplay | N/A | Smooth gameplay | ​COMPLETED | Everyone |
| Stability | Prior missed milestone features & bug fixes.  Consistent game resolution.  No crashes, glitches, unpredictable behavior. | N/A | All bugs are fixed, consistent resolution and no glitches, crashes or stuttering. | ​COMPLETED | Everyone |
| Improved Gameplay (**Creative Element, Basic)** | Sound System | Play the game. | There are different sound behaviors based on actions | ​COMPLETED | Yan Naing |
| Improved Gameplay (**Creative Element, Basic)** | New Asset Integration (Custom Animations, New Sprites and Sprite Sheets) | N/A | There are new assets in the game, | ​COMPLETED | Katie |
| Improved Gameplay (**Swarm Behaviour, Advanced)** | Swarm Behavior | Using BOIDS algorithm to display swarm behavior by the birds | The birds travel using BOIDS algorithm, | COMPLETED | Tarun |
| Software Engineering | Updated test plan - updated list of player or game actions and their excepted outcomes. | N/A | N/A | ​COMPLETED | Everyone |
| Reporting | Updated bug list - includes open and closed bugs. | N/A | N/A | ​COMPLETED | Everyone |
| Reporting | Demonstration video (4 min. max) showcasing assignment required and creative features. | N/A | - | ​COMPLETED | Everyone |