Escape Room Challenge
Test Plan
Task Board: https://github.com/users/ThisExistsNow/projects/2/views/1
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As a 3D simulation game, as each new component has been implemented, these components have been tested. This is not an exhaustive approach to this product's testing, though there is a lot known about what the software does and is unable to do. Areas of concern I have are mostly towards things that I know are buggy and am unsure how to resolve them while also considering the Code freeze aspect of the test plan. Am I allowed to make adjustments to the blueprints as long as I don't add more code to the project? Overall the project appears to run quite consistently, as there is not a whole lot of different variables the user can manipulate, and the progression of the escape room was intended to be quite linear.

Throughout the software's development, I have been performing unit and explorative testing, which have helped the progression of the project greatly up until this point. By now, I feel that acceptance and smoke testing would be the best testing approaches to utilize to ensure the project can be released in as usable a state as possible. Especially considering I haven't tested this software from an executable, as opposed to starting the instances through Unreal Engine's software. I suppose an evaluation and some guidance from the project mentor will be needed.

Task Board: Testing