## **Test Plan Identifier**

TP01

User Acceptance Test Plan

Input tests

## **Introduction**

This test plan is to examine if input of the application is correct. This plan will test a variety of inputs that can be given by the user.

## **Test Items (Functions)**

* Username (empty string) | TC-02
* Username (Type in any username) | TC-03, TC-04
* Test Hit in lower case e.g (“hit”) | TC-09
* Test Hit in upper case e.g(“HIT”) | TC-09
* Test Hold in lower case e.g(“hold”) | TC-10
* Test hold in upper case e.g(“HOLD”) | TC-10
* Number | TC-11

## **Features to be Tested**

Testing any form of user input.

Risk Level: M

## **Features not to be Tested**

Testing output to the console. This will be tested in TP02.

## **Approach (Strategy)**

This is a user acceptance test that requires the user to give input to the console.

## **Item Pass/Fail Criteria**

Test Passes:

If user enters incorrect input then one below outputs will be displayed to console:

* "Error player not created."
* “Please only enter 'hit' or 'hold'”

Or if the input is correct the application will continue to the next prompt.

Test Fails:

If no output is displayed and cannot continue the game or the game crashes.

## **Suspension Criteria and Resumption Requirements**

## The game stops working or exists the user before expected.

## **Test Deliverables**

* This test plan document
* Traceability Matrix
* Appropriate test case (view traceability matrix for further details)

## **Remaining Test Tasks**

Test Plan is complete there are no more requirements and tasks to do. Move on to test plan TP02.

## **Environmental Needs**

Save the trees by not playing with cards

## **Staffing and Training needs**

No staff training needed.

## **Responsibilities**

The lead software tester is responsible for the testing.

## **Schedule**

The tests should not take longer than 10 minutes.

## **Planning Risks and Contingencies**

N/A

## **Approvals**

Signing bellow indicates that you approve the product has passed user acceptance testing for user inputs.

Client : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Lead Developer: \_\_\_\_\_\_\_\_\_\_\_\_

## **Glossary**

N/A