## **Test Plan Identifier**

TP02

Output Phase

## **Introduction**

This test plan is to examine if output of the application is correct. The output is displayed to the user, so any wrong output will be consequential.

## **Test Items (Functions)**

When the user starts the application:

* “Welcome to BlackJack! Please enter a username: "
* “Player created! Welcome “ + [playername]

When the user’s score is under 21 play is continued:

* “You rolled: “ + [playerdicerollvalue] + “. Your hand value: “ + [playershandvalue] + “\n. Computer rolled: “ + [dealerdicerollvalue] + “. Computers hand value: “ + [dealershandvalue]
* “Would you like to hit or hold? Please enter 'hit' or 'hold'”

If incorrect input (not ‘hit’ or ‘hold’)

* "Please only enter 'hit' or 'hold'"

When the user wins:

* “You win.”

When the user loses:

* “You lose.”

## **Features to be Tested**

Testing any output presented to the user.

Risk Level: M

## 

## **Features not to be Tested**

Any user input. This is tested in TP01.

## **Approach (Strategy)**

This is a user acceptance test that requires the user to check the output sent to the console.

## **Item Pass/Fail Criteria**

If correct output is displayed in the related phase, the test passes. If incorrect output is displayed, the test fails.

## **Suspension Criteria and Resumption Requirements**

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

No output is displayed.

## **Test Deliverables**

* This test plan document
* Traceability Matrix
* Appropriate test cases, view traceability matrix for further details

## **Remaining Test Tasks**

N/A

## **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**

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

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

## **Glossary**

N/A