**Test Plan**

**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 28.10.17 | 1.0 | Creating | **Serge Morozov** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Test Plan**

# **1.** **Introduction**

## **1.1** **Purpose**

*The document allows to get an idea about the activities on testing the project*

## **1.2** **Background**

High Fidelity (hifi) is an early-stage technology lab experimenting with Virtual Worlds and VR.

## **1.3** **Scope**

The aim of testing the “High Fidelity” application is to check the proper functioning of such new objects as “IsSeat” and “CurrentSeatUser”

The testing will be performed through the “unit testing” method

## **1.4** **Project Identification**

The tests are aimed at checking proper functioning of the “IsSeat” and “CurrentSeatUser” properties.

# **2.** **Requirements for Test**

The “IsSeat” and “CurrentSeatUser” properties should be available and function properly.

# **3.** **Test Strategy**

The “unit testing” is to be written for testing the “IsSeat” and “CurrentSeatUser” properties.

The level using the sample script sit.js should be created, the accuracy of its functioning should be checked

### **3.1.1 Unit Testing**

For recording properties:

Entities.editEntity(entityID, {

isSeat: bool,

currentSeatUser: String

});

For reading and entering properties:

var properties = Entities.getEntityProperties(entityID, ["isSeat", "currentSeatUser"]);

print(properties.isSeat.toString());

print(properties.currentSeatUser);

# **4.** **Resources**

Several loops of recording and reading properties will be enough.

.

# **5.** **Project Milestones**

|  |  |  |  |
| --- | --- | --- | --- |
| **Milestone Task** | **Effort** | **Start Date** | **End Date** |
| Launch the domain-server and interface, connect to the domain, create a variety of objects to test. |  |  |  |
| Write the unit testing for testing objects properties, use the previously created objects for assigning and reading their properties. |  |  |  |
| Create a level using sit.js example and check if it functions properly |  |  |  |
|  |  |  |  |
|  |  |  |  |

# **6.** **Deliverables**

## **6.1** **Review**