Dragons’ Reign

Test Plan

10/4/2013

Symbiotic Games

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| **Table of Contents** |
|  |
| [**1. Introduction**](http://members.tripod.com/~bazman/testplan/chapter1.html)............................................................................................................... |
| 1.1. Overview of Dragons’ Reign .................................................................................. |
| 1.2. Purpose of this Document ........................................................................................ |
| 1.3. Objectives of System Test ...................................................................................... |
|  |
| **2. Process and Entrance/Exit Criteria** .................................................................................................. |
| 2.1. Testing Process ..................................................................................................... |
| 2.2. System Test Entrance/Exit Criteria  .......................................................................... |
| 2.2.1. Entrance Criteria ............................................................................................. |
| 2.2.2. Exit Criteria ..................................................................................................... |
|  |
| **3. Test Areas**  ............................................................................................. |
| 3.1. GUI Testing  ......................................................................................... |
| 3.2. Player Movement  ..................................................................................  3.3. Battle System Testing  ..................................................................................  3.4. Zones Testing |
|  |
| [**4. System Test Cases**](http://members.tripod.com/~bazman/testplan/chapter4.html) ................................................................................................ |
|  |
| [**5. Resources**](http://members.tripod.com/~bazman/testplan/chapter5.html) ................................................................................................................... |
| 5.1. Human ................................................................................................................... |
| 5.2. Hardware .............................................................................................................. |
| 5.2.1. Hardware components required ........................................................................ |
| 5.3. Software ................................................................................................................ |
| 5.3.1. Test Environment Software .................................................................................... |
|  |
| [**6. Roles and Responsibilities**](http://members.tripod.com/~bazman/testplan/chapter6.html) ......................................................................................... |
| 6.1. Management Team ................................................................................................ |
| 6.2. Testing Team ......................................................................................................... |
|  |
| [**7. Signoff**](http://members.tripod.com/~bazman/testplan/chapter10.html) ........................................................................................................................ |
|  |
| [**8. Classification of Bugs**](http://members.tripod.com/~bazman/testplan/chapter11.html) ................................................................................................................ |
|  |

[**1. Introduction**](http://members.tripod.com/~bazman/testplan/chapter1.html)

* 1. Overview of Dragons’ Reign

The purpose of our project is to develop a standalone, functioning prototype for a top-down 2D fantasy RPG on the Android platform.

* 1. Purpose of this Document

The purpose of the test plan is to ensure that all bugs in the game are discovered, and that solutions for each bug are made.

* 1. Objectives of System Test

The system test will ensure that:

* Major errors in the game are discovered and resolved
* Dragons’ Reign is of high quality

1. [**Process**](http://members.tripod.com/~bazman/testplan/chapter2.html) **and Entrance/Exit Criteria**
   1. Testing Process
2. Create a System Test Plan, Schedule, and assign resources.
3. Identify Test Cases, Entrance and Exit Criteria, Expected Results.
4. Set up procedures such as Error Management systems and Status reporting.
5. Build test environment.
6. Execute System Test
7. Signoff when all pre-defined exit criteria have been fulfilled.
   1. System Test Entrance/Exit Criteria

2.2.1. Entrance Criteria

The Entrance Criteria set by the Test Controller, should be fulfilled before testing can be started. In the event that any criterion has not been fulfilled, system testing may start if Test Controller agrees that the risk is manageable.

* System Test plans must be signed off by Test Controller
* Human resources must be assigned and in place
* All test hardware must be free for system testing

**Resumption Criteria**

In the event that system testing is suspended, resumption criteria will be set and testing will not re-start until the software reaches the criteria.

2.2.2. Exit Criteria

The Exit Criteria must be achieved before system testing can be completed.

* All High Priority errors from System Test must be fixed and tested
* If any low or medium-priority errors are outstanding, the implementation risk must be signed off as acceptable by the Team Lead

1. **Test Areas**

There will be four main areas of testing for Dragons’ Reign:

* GUI Testing
* Player Movement
* Battle System Testing
* Zones Testing
  1. GUI Testing

Any buttons such as the world map, directional pad and command buttons will be tested.

* 1. Player Movement

Player movements across zones and speed of movement will be tested.

* 1. Battle System Testing

Battles between the player and enemy A.I. will be tested.

* 1. Zones Testing

Collisions in each playable zone and transitions from/to each zone will be tested.

1. [**System Test Cases**](http://members.tripod.com/~bazman/testplan/chapter4.html)

|  |  |
| --- | --- |
| **Name** | TC.01: Start Game |
| **Requirement** | * Game loads main screen * Player is able to select and load level with no errors |
| **Steps** | 1. Launch Dragons’ Reign Application. 2. When main screen loads, select play. 3. Select character class. 4. Begin game |
| **Expected Results** | * Main menu screen loads and allows player to select play * Character class screen allows player to select a class * Level loads after class is selected |

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| --- | --- |
| **Name** | TC.02: Check Player Movement |
| **Requirement** | * Player moves seamlessly across the screen when the Directional Pad is pressed * Player moves the same speed in each direction |
| **Steps** | 1. Press up, down, left and right on the Directional Pad. 2. Check if player moves faster in one direction than the other. |
| **Expected Results** | * Movement occurs when D-Pad is pressed, and is fluid * Each direction that the character moves in is at the same pace |

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| **Name** | TC.03: Test Collision |
| **Requirement** | * Player collides with collision tiles in zone when walked into * Player cannot walk past collision tiles |
| **Steps** | 1. Move player into a walled area in the game. 2. Test every part of the walled-off area in each zone, ensuring that the character does not move past it. |
| **Expected Results** | * Character sprite cannot move past walled areas. |

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| **Name** | TC.04: Test Battle System |
| **Requirement** | * Each character class attack does it’s required damage/effect on target * Player is allowed to switch between party members |
| **Steps** | 1. Select world map to initiate battle. 2. Select class attack and target. 3. Ensure that enemies health value changes. 4. Switch between party members. 5. Use party members attacks. 6. Exit battle by pressing flee. |
| **Expected Results** | * Each character or party member attack selected by player does it’s appropriate damage/effect * Party system switches between party members with no errors * Flee option allows player to exit battle |

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| **Name** | TC.05: Test Zones Switching |
| **Requirement** | * Transitions between each zone at it’s entrance/exit point should flow seamlessly |
| **Steps** | 1. Move the character to the entrance of the Inn. 2. Once inside the Inn, move to the exit of the Inn and go back out to the zone. 3. Move character to a zone exit to check if the zones properly switch. |
| **Expected Results** | * Player should be able to transition between zones without any errors when moving to a zone’s entrance/exit point |

1. [**Resources**](http://members.tripod.com/~bazman/testplan/chapter5.html)
   1. Human

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Resource Type** | **Resource Title** | **Quantity** | **Who** | **Status** |
| Management Team | Team Lead | 1 | Jordon Kopp | Assigned |
| Testing Team | Test Controller | 1 | Vince Smeraldo | Assigned |
| Testing Team | Testers | 4 | Mark Muniz | Assigned |
|  |  |  | Josh Kopp | Assigned |
|  |  |  | Derek Finch | Assigned |
|  |  |  | Matt Kalafut | Assigned |

* 1. Hardware

5.2.1. Hardware components required

An Android phone running Android 2.2 Froyo or greater is required to test the software.

* 1. Software

5.3.1. Test Environment Software

*System Test will be run on the following Software Versions:*

* Android OS
  + Android 2.2 Froyo or greater

1. **Roles and Responsibilities** 
   1. Management Team

Team Lead – Jordon Kopp

* Ensure testing is delivered to schedule and quality
* Ensure Exit Criteria are achieved prior to System Test Signoff
* Regularly review Testing progress with Test Controller
* Raise and manage issues/risks relating to project
* Review and signoff Test approach, plans and schedule
  1. Testing Team

Test Controller – Vince Smeraldo

* Ensure testing is delivered to schedule and quality
* Produce High Level and Detailed Test Conditions
* Produce Expected Results
* Report progress at regular status reporting meetings
* Co-ordinate review and signoff of Test Conditions
* Manage individual test cycles and resolve tester problems
* Ensure test systems problems are reported immediately and followed up
* Ensure Entrance criteria are achieved prior to System Test start
* Ensure Exit criteria are achieved prior to System Test signoff

Testers – Mark Muniz, Josh Kopp, Derek Finch, Matt Kalafut

* Identify Test Data
* Execute Test Conditions and Markoff results
* Raise Software Error Reports
* Administer Error Measurement System

1. **Signoff**

This document must be formally approved before System Test can commence. The following people will be required to sign off:

|  |  |  |
| --- | --- | --- |
| **Group Signatures:** | **Title** | **Name** |
|  | Team Lead | Jordon Kopp |
|  | Testing Team | Vince Smeraldo |
|  |  | Derek Finch |
|  |  | Josh Kopp |
|  |  | Matt Kalafut |
|  |  | Mark Muniz |

1. **Classification of Bugs**

1.  An "A" bug is a either a showstopper or of such importance as to radically affect the functionality of the system:

* Example of showstoppers
  + Game constantly crashes and application closes
* Example of severally affected functionality
  + Battle system attacks do not apply correct damage or effect
  + Level does not load properly

2.  Bugs would be classified as "B" where:

* A less important element of functionality is affected
  + Example: player movement is faster moving in one direction than another

3. "C" type bugs are mainly cosmetic bugs:

* Example of cosmetic bugs
  + User Interface is not appearing on screen properly
  + Screen tearing on level when moving