

Test Planning Document

B213644

Objective

Test that our program meets the requirements set in Section 1.

Scope

Scope is from the start of Semester 1 Week 5 to Semester 2 Week 2.

In Scope: Drawing Function, Colour Changing, Brush Shape Changing, Brush Size Changing, Program Responsiveness, Program Resource Use

Out of Scope: Vertex-Index Security, Art Falsification Protection, Output Quality, Simplicity

Test Strategy

Program relies heavily on visuals, so automatic testing is out of the window. Every Section of the program relies or effects the drawing function, so we will use Unit Testing on the drawing function and Integration testing by default on the other functions.

The Programs Responsiveness and Resource Use Depend heavily on our implementation of the drawing function also.

We could call this continuous integration, but there's really not much choice in how we have to design and implement and tests everything.

Test Criteria

Our functions all change how he user draws, so our tests must check if our changes are correct:

The Colour Switching Buttons change to the right colour
The Shape Switching Buttons change to the right shape
The Size Switching buttons change to the right size

Schedule

- Decide on Requirements (Sem1 Week5)

- Start designing UI and Learning Vulkan API (Sem1 Week5)
- Finalize UI (Sem1 Week6)
- Have Vulkan Implementation Figured out (Sem1 Week7)
- Complete Draw Function (Sem1 Week8)
- Start Working on Colour and Shape Switching (Sem1 Week9)
- Finish Colour and Shape (End of 2025)
- Start Testing (Start of 2026)

Risks

1. Late for deadline
2. Program is unusable