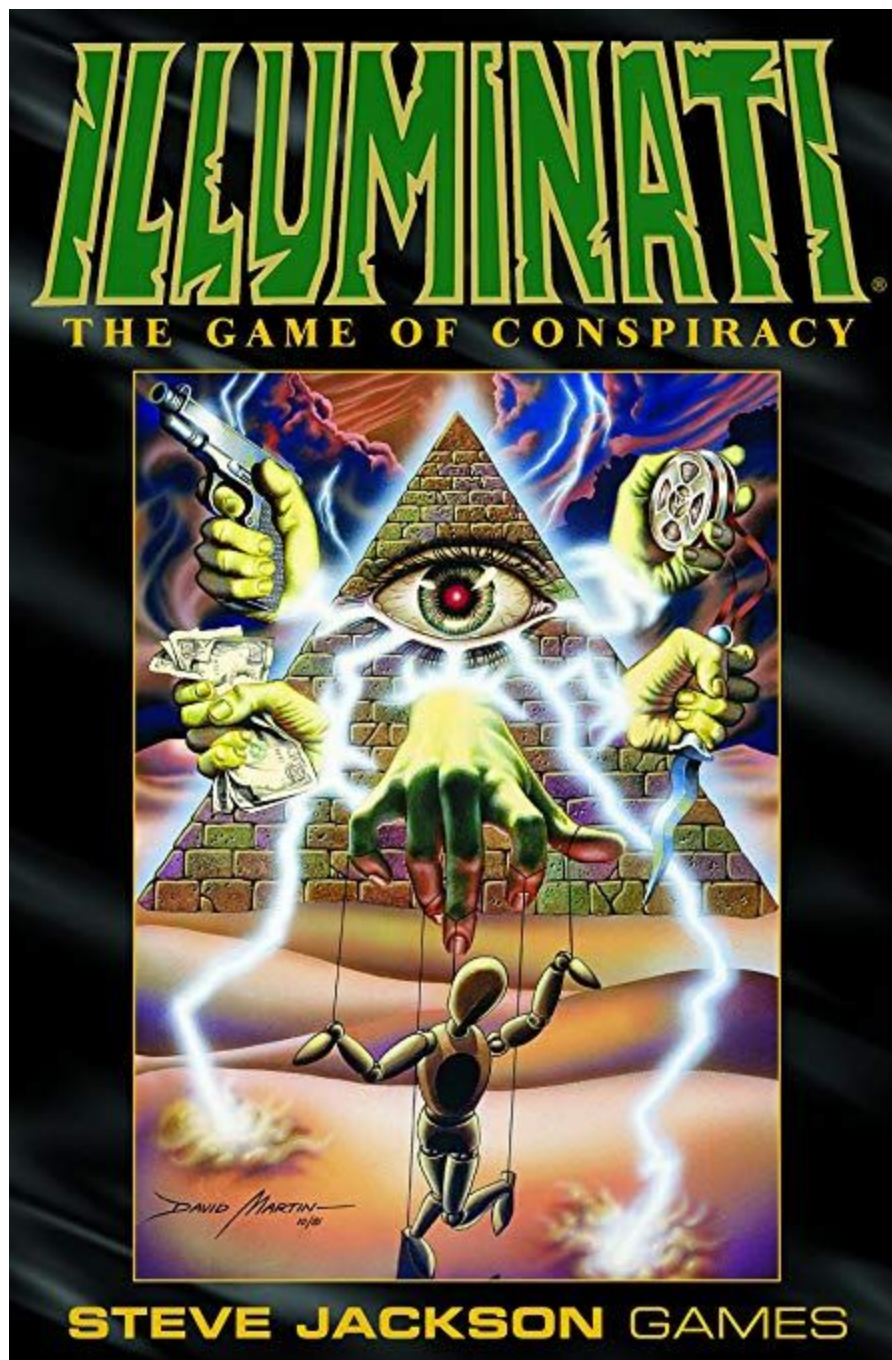


# Test Plan

## Illuminati



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# I. Introduction

The purpose of this document is to provide an overview of our intended methodology for testing the various components of Illuminati. Our goal is that we can look to this document for guidance throughout the testing phase of development. This refers to both the requirements of individual tests, as well as an order of precedence to manage time efficiently and effectively.

## II. Testing Deliverables

Specify the planned testing deliverables which may include:

- Test Design Specification
- Test Case Specification
- Test Procedure Specification
- Test Log
- Test Incident Report
- Test Summary Report
- Test Input and Output Data

## III. Environmental Requirements

- Hardware, communications and software requirements:
  - Desktop Computer
  - Dedicated Graphics Card
  - Keyboard
  - Mouse
  - Monitor
  - Illuminati Source Code
  - Unity
  - C# environment
- Level of security requirements:
  - No special security necessary. All tests may be performed safely on Windows 10 OS.

## IV. Staffing

- Requirements:
  - Knowledge of C#
  - Knowledge of Unity
  - Knowledge of Illuminati game rules
  - familiarity with software development concepts

## V. Schedule

Highest priority	<ol style="list-style-type: none"><li>1. Begin turn</li><li>2. Begin game</li><li>3. Deal Money</li><li>4. Draw Card</li><li>5. End turn</li><li>6. Player eliminated</li><li>7. Player quits game</li><li>8. Win game</li></ol>
Medium priority	<ol style="list-style-type: none"><li>9. Attack to conquer</li><li>10. Attack to destroy</li><li>11. Attack to neutralize</li><li>12. Drop group</li><li>13. Take sub-action</li><li>14. Give money</li><li>15. Move card</li><li>16. Move group</li><li>17. Special power</li><li>18. Spend money to attack group</li><li>19. Spend money to defend group</li><li>20. Transfer money</li><li>21. Use artifact</li><li>22. Use artifact power</li><li>23. Apply sanction</li><li>24. Arrest</li><li>25. Assassinate</li><li>26. Attack with army</li><li>27. Brainwash</li><li>28. Bribe</li><li>29. Buyout small business</li><li>30. Conspiracy</li><li>31. Disseminate fake news</li><li>32. Fire death cannon</li><li>33. Give bailout</li><li>34. Hack</li><li>35. Hire</li><li>36. Initiate</li><li>37. Mind control</li><li>38. Offer humanitarian aid</li><li>39. Protest</li><li>40. Put out a bounty</li><li>41. Raise oil prices</li><li>42. Run smear campaign</li><li>43. Spy</li><li>44. Wiretap</li></ol>
Lowest priority	<ol style="list-style-type: none"><li>45. Magnify</li><li>46. Notify player of something procedural</li><li>47. Notify player of event</li><li>48. View diplomacy stats</li><li>49. View group stats</li><li>50. View player stats</li></ol>

## VI. Risks and Contingencies

- The main risk during the testing process for Illuminati is the potential for altering the original source code. To mitigate this risk, any alterations to the source code will be done within the scope of a separate branch, which will be merged with the master code only upon successful test completion.

## VII. Document Revision History: