**A Solemn Evolution Initial Test Plan**

**Introduction**

The purpose of this test plan is to provide unit test for which metrics which can be met during the initial creation of the game to better refine the future chapters and final product. This test plan is from chapter 1 and 2 and tests the technical aspects of the game through playability, and the qualitative aspects through a survey.

**References**

Proposal Document:

|  |  |  |
| --- | --- | --- |
| Date | Task | Description |
| 1/8/2024 | Proposal | Full project proposal complete. |
| 1/8/2024 | Requirements Doc | Requirements document complete. |
| 1/21/2024 | Text Complete | Storyline/plot writing complete. |
| 2/4/2024 | Game Outline | Outline RNG functions, choices, compilation of choices, and interaction of the user and the game. |
| 2/4/2024 | Tutorial | Tutorial complete. |
| ~~2/18/2024~~ | ~~Games Functions~~ | ~~RNG functions and all game theory completed pending testing.~~ |
| 3/3/2024 | Game Flow | Game flow added. Player should be able to go through the main story and read the plot. |
| 3/17/2024 | Secondary Game Flow | Health, sanity, and choices are added. Choices are tracked to determine end case. |
| 3/17/2024 | Test Cases | Choice results and impacts and health and sanity are mapped for difficulty and possibility to ensure that players can complete the game. Health, sanity, and choice weight values are adjusted accordingly. |
| 3/17/2024 | Survey | Complete the survey and begin polling |
| 3/31/2024 | Aesthetics | Graphics and music complete. |
| 4/14/2024 | Testing | Complete game testing based on test cases. |
| 4/14/2024 | Polling | Polling complete, results compiled into readable format to present for defense. |
| 4/17/2024 | Senior Project Defense | Presentation complete for defense. |
| 4/17/2024 | Final Adjustments/Edits | Last minute adjustments and edits complete. |
| 4/17/2024 | Project Completion | Final project published to itch.io |

Game will not be completed during my final semester.

**Features to be Tested**

* Playability
* Emotional Response
* Literary quality

**Features not to be Tested**

* Graphics
* Game theory equations

**Approach**

* Qualitative testing will be completed through the use of a survey
* Quantitative testing will be conducted through mathematical equations.
* Run the game from a clean windows install without issue.

**Item Pass/Fail Criteria**

* Playable from clean windows install is passing.
  + Unplayable from a clean windows install is considered failing.
* Player able to get to the ending of the game.
  + Player experiencing game ending bugs or issues considered failing.
* Greater knowledge of what combat veterans endure.
  + 80% or greater positive response to survey question considered passing.
* Biblical themes conveyed.
  + Responses to Biblical Themes will be analyzed for commonality. This is a qualitative criterion.

**Suspension Criteria and Resumption Requirements**

* Code optimization is required to implement further chapters.
* Further choices should not be instantiated without an understanding of the rates of death and insanity occurrence.

**Test Deliverables**

* Test Plan
* Test Cases included with results in the Atomic Requirements document.

**Test Environment**

* Windows x64

**Approvals**

Adam Thiemann (Developer)

Professor O’Neil