

# Illuminati in Unity Test Plan

1.0 Project Team I

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## I. Introduction

This document serves as a outline for testing all aspects of the game software as well as reporting of the results.

## II. Test Plan

Test ID	Description	Expected Results	Actual Results
01	Basic Functionality Tests	Runs	
02	Menu Functionality Tests	Runs	
03	Game Functionality Tests	Runs	

## III. Testing Deliverables

- Test Cases, including:
  - Design specifications
  - Procedure outlines
  - Incident report if needed
  - Summary of testing

## IV. Environmental Requirements

Unity 5.6 or later

## V. Staffing

As our project is limited to 4 people, all members will be testing the project as needed.

VI. Schedule

Tests will be conducted starting the week of 4-24-17, but will be conducted sporadically as new features are added.

VII. Risks and Contingencies

1. Testing could damage the code itself in some way
  - a. The code is being backed up to GitHub before every main testing period
2. Changes based on

VIII. Approvals

Other members need to be made aware when testing is conducted and changes are made based on those tests.

IX. Document Revision History

Version	1.0
Name	Kevin Kobata
Date	4-20-17
Change Description	Created File



