**POP! Slots**

**Test plan**

**Luck of the Devil**

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**Document History**

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**1 Introduction**

**1.1 Background**

The Test Plan (TP) contains a detailed and executable strategy for conducting. It defines the detailed testing objective specific to a particular system, the testing approach, test environment, test conditions, and the test plan.

Target is to concentrate on machine Basic Spins, Lava Link, Top UI, Bet Eligibility, Bonus – Spot on the Wall

**1.2 Testing Objectives**

The objectives of testing are as follows:

• Testing whether Luck of the Devil play order is as described

• Testing MPF UI, basic spin play order

• Triggering Lava Link on the machine

• Top UI messages

• Bet eligibility

• Bonus – basic, boosted and volcano master spin

**1.3 Document Audience**

|  |  |  |  |
| --- | --- | --- | --- |
| Role | Name | Email/ Telephone | Organization |
| Product Owner |  |  |  |
| Project Manager |  |  |  |
| PMO |  |  |  |
| QA |  |  |  |
| Functional Team Lead |  |  |  |
| BA |  |  |  |
| Business Unit |  |  |  |
| Development Team Lead |  |  |  |
| Infrastructure Team Lead |  |  |  |
| Infrastructure Team |  |  |  |
| Test Lead |  |  |  |
| Test Team |  |  |  |
| Deployment  Team Lead |  |  |  |
| Deployment Team |  |  |  |
|  |  |  |  |
|  |  |  |  |

\* Remove the role which may not include in your project charter. \* If document change version and the stakeholder's name is changed, should modify the name as well.

**1.4 References**

This document is based on and refers to the following documents:

**Table 1: Reference**

|  |  |  |  |
| --- | --- | --- | --- |
| **Document Name** | **Author** | **Version** | **Update date** |
| 1. Test-Plan | Aleksa Filipovic | V.0.1 | 05.03.2022. |
| 2. Luck of the Devil GDD | Playstudios |  | 05.03.2022. |
| 3. Test-Strategy | Aleksa Filipovic |  |  |

**1.5 Definition and Acronyms**

This section provides information regarding the Acronyms and terminology specifically used in this document.

**Table 2: Definitions and Acronyms**

|  |  |
| --- | --- |
| Acronym | Definition |
| MPF | Machine playing field |
| JP | Jackpot |
|  |  |
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|  |  |
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**2 Testable Items**

**2.1 In Scope**

This test activity focuses on the following:

1. Perform investigations based on business rule.

2. Perform testing based on game design document

**2.1.1 Functional Scope**

To list all functional area and description that will be in scope of testing.

Table 3: Functional

|  |  |  |
| --- | --- | --- |
| **Functional Area** | **Functional Sub Area** | **Description** |
| BR001 | BR001\_1 | Basic Spins MPF, play order |
| BR002 | BR002\_1 | Lava Link triggering feature |
| BR003 | BR003\_1 | Bet eligibility |
| BR004 | BR004\_1 | Win a spot on the Wall |
| BR005 | BR005\_1 | Bonus – basic, boosted and volcano master spin |
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### **Non-Functional Scope**

To list all non-functional area and description that will be in scope of testing.

**Table 4: Non-Functional**

|  |  |
| --- | --- |
| **Non-Functional Requirement** | **Description** |
| NFR-001 | Testing reliability of the game by spinning Basic Spins continuously or fast auto-spinning |
| NFR-002 | Endurance testing, continuously playing game to test for memory leaks |

**2.2 Out of Scope**

**Table 5: Out of Scope Content**

|  |  |
| --- | --- |
| **Item** | **Description** |
| 1 | Character movement will not be tested |
| 2 | Hot7 machine will not be tested |
| 3 | Other hotels will not be tested |
|  |  |
|  |  |

**2.3 Testing Exclusions**

**Testing in game popups will be excluded. All UI will be excluded from testing except MPF and Link of the Lava.**

**3 Detailed Test Approach**

We will be conducting reactive test approach. Main functions of the game would be tested first – MPF, Lava Link triggers, Top UI, Bet eligibility, Win a Spot on the Wall (Basic spin, Boosted spin, Vulcano Master Spin). Testing levels are UI testing, System testing and UAT. Responsibility of QA tester(Aleksa) is to create a test strategy, test plan and use cases for this testing. Testing will be performed manually. Automation tools will not be used.

**3.1 Test Case Design**

Positive test cases – check how system reacts to valid input data and how app behaves against software requirements.

**3.2 Results/ Sign-Off**

**3.2.1 Suspension/ Resumption Criteria**

Testing will halt for a particular project item (or function) when:

A critical problem is identified and where the potential code fix will require substantial re-testing of that function

It is identified that the business or technical specifications require major modifications due to escalated test issues and those modifications would require additional test analysis and or modification to the Detailed Test Plan.

The test regions or test environment are not available (for any reason).

The test regions or test environment suffer performance problems below 50% of their normal operating capacity, such that a region fix will require substantial re-testing of that function.

**Table 7: Entry and Exit criteria of testing level**

|  |  |  |
| --- | --- | --- |
| **Testing Level** | **Entry criteria Guideline** | **Exit Criteria Guideline** |
| UIS testing | Test environment available with latest software build  Updated requirements documents (including change requests)  Component designs signed-off  Interface designs (e.g. message formats/API protocols) agreed with Architecture team and with dev teams  Environment configuration  data has been defined and set-up | U/I/S testing objectives met  Full defect logs from final cycle of testing available for review  Sample test plans/scripts available for review  Test summary report distributed  Software release packaged and under source control |
| SIT testing | System, Pre-SIT test exit criteria met  Business requirements and specification documents signed-off  Test environment available with latest software build deployed  Environment configuration  data has been defined and set-up  Consolidated release note available  SIT test preparation complete  SIT risk based schedule agreed by all parties | SIT testing objectives met  All outstanding errors documented and assigned a severity level agreed with the release management and vendor management.  All severity critical and high errors corrected or with agreed short-term workarounds  SIT testing analysis complete  Test summary report distributed and approved |
| UAT testing | SIT exit criteria met  Business requirements signed-off  Business process maps complete and signed-off  Training material available  Test environment available with latest software build deployed  Environment configuration  data has been defined and set-up | UAT testing objectives met  All outstanding errors documented and assigned a severity level agreed with management team  All severity critical and high errors corrected or have documented workarounds formally agreed with business  Test summary report distributed and approved |
|  |  |  |
|  |  |  |

**4 Test Conditions**

When user starts the game, he must be logged in to continue.

The user must have chips in his account in order to play.

**5 Test Environments**

**5.1 Client Side Infrastructure**

**Device:** Xiaomi Redmi A2

**OS:** Android 10

**5.2 Test Data Preparation**

When starting the game for the first time, the user needs to create / log in to his account.