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Introduction

The current document will explain the develop methodology that will be used in this game and also a simple test plan for the game.

System Analysis PLAN

Horrible Game

(Preparation of Final Business Case)

Assignment 1

Due Date: 1/6/2015

Content

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# Development methodology

Use Agile

The methodology was consider base on following solution

Not good at thinking the whole system until some point

Has experience of using scrum last year, but don’t have experience for others

Not all the condition are clear for the game

# Test plan

## Content

The test plan consists of the following parts as defined by IEEE 829 format.

1. Test Plan Identifier(TPI)
2. References
3. Introduction
4. Test Items
5. Software Risk Issues
6. Features to be Tested
7. Features not to be Tested
8. Approach
9. Item Pass/Fail Criteria
10. Entry & Exit Criteria
11. Suspension Criteria and Resumption Requirements
12. Test Deliverables
13. Remaining Test Task
14. Environmental Needs
15. Staffing and Training Needs
16. Responsibilities
17. Planning Risks and Contingencies
18. Approvals

## Test Plan Identifier (TPI)

Final Test for Horrible Game

## References

* <https://zh.scribd.com/doc/2056160/KiloKiloFoxtrot-FINAL>

## Introduction

This current test plan is provide a mid level demonstration and walkthrough for final presentation in Horrible Game.

## Test Item

This provides a high overview of things that need to be test

1. Program’s activation2.
2. User interactivity3.
3. The Programs Ability to function4.
4. Basic gameplay elements
5. Graceful closing

## Software Risk Issue

Test to ensure success on Target computers

Test for potential health and safety issues

Ensure there is no culturally offensive

## Features to be Tested

Combine by task list in project management plan

## Features not be tested

Any deriving from multiplayer LAN support

## Approach

## Item Pass/Fail Criteria

If the item fails to fulfill the requirements outlined at the start of the document then it is a fail. A pass is awarded to any item that meets or exceeds the above requirements.

## Entry & Exit Criteria

The Criteria as this test is doubling as a demo and not a true Test Plan, is merely the request of the stakeholder on the day that is to be presented. The exit criteria will be decided the judgment of the presenter (lead tester) on the satisfaction of the stakeholder and the level to which he/she has fulfilled the presentation requirements. The Number of failed items has no impact on exit criteria.

## Suspension Criteria and Resumption Requirements

The test will be suspended when

•A Major defect arises (program fails to open)

•In the event the environment (lab) is unavailable

The test will resume when

•The Major defect is resolved and a quick sweep proves no more are apparent.

•The environment (lab) available and secured

## Test Deliverables

The project is being visually displayed to the stakeholder – no other deliverables are needed.

## Remaining Test Tasks

N/A

## Environmental Needs

1 laptop is needed.

## Staffing and Training Needs

N/A

## Responsibilities

Kitman

## Planning Risk and Contingencies

In the event of destruction or power loss of the lab, a laptop will be used to test the project. In the advent of total project failure, a attempt will be made to ‘persuade’ the professor.

## Approvals

N/A