Illuminati Game Test Plan

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I. Introduction

This serves as the plan for testing all software artifacts as well as the reporting of test results. In this document we writing down what the expected results are. This document also serves to show the actual results of the test cases. We have labeled all the test cases. We are testing whart the end user might experience. Also other test cases include the mechanics of the game such as saving the game and other certain aspects of the game. The document also serves to explain the environment the game will be played in. This document also shows the staffing of all people involved in the game. This document also serves to show what risks are involved when going into the game .

II. Test Plan

Test ID	Description	Expected Results	Actual Results
1.0	Game length	User is able to set the game duration	
1.1	Number of Players	Host id able to choose the number of players	
1.2	Start Game	User is able to start a new game	
1.3	Player Name	User is able to assign names to the players	
1.4	Pause Game	User is able to pause the game in between the gameplay	
1.5	Exit button	User is able to quit the game	

1.6	Load Game	Player is able to play from the saved point	Not yet tested
2.0	Income per turn	Players get a specified amount of income per turn	
2.1	Shuffling Cards	The cards will be shuffled	NA
2.2	Drawing a Card	A card will be drawn	NA
2.3	First Turn	Decides which player starts the game	
2.4	Special Cards	Player is able to take advantage of special cards depending on the strategy of other players	Not yet tested
2.5	Distribution of Cards	Set of cards is distributed to all the players	
2.6	Transfering a group	Groups are either sold or exchanged with other players	
2.7	Deal Binding	Make a deal with any single other player form remaining	Not yet tested
2.8	Illuminati Cards	Each Player must draw one illuminati card	Not yet tested
2.9	Cheating	A player is able to cheat during gameplay	
2.10	Free actions	Take any free action according to his/her game during each turn	Not yet tested
2.11	Dropping groups	Chose "Dropping groups" free action option depends on players requirement	Not yet tested
2.12	Aiding an attack	Chose "Aiding an attack" free action	Not yet tested

		option depends on players requirement. Transferable Power is used to assist another Group.	
2.13	Giving away a special card or money	Chose "Giving away a special card or money" free action option depends on players requirement. Money will may get transfer between Illuminati treasuries.	Not yet tested
2.14	Use a special card	Player is able to take advantage of special cards depending on the strategy of other players	Not yet tested
2.15	Transfer Money	Transfer money to either master group or a puppet group	Not yet tested
2.16	Rolling the Dice	The dice will be rolled and a value given	NA
3.0	Alignment(Government)	This alignment will interact appropriately with other government and communist alignments.	NA
3.1	Alignment(Communist)	This alignment will interact appropriately with other government and communist alignments.	NA
3.2	Alignment(Liberal)	This alignment will interact appropriately with other liberal and conservative alignments.	NA
3.3	Alignment(Conservative)	This alignment will interact appropriately with other liberal and conservative alignments.	NA

3.4	Alignment(peaceful)	This alignment will interact appropriately with other peaceful and violent alignments.	NA
3.5	Alignment(Violent)	This alignment will interact appropriately with other peaceful and violent alignments.	NA
3.6	Alignment(Straight)	This alignment will interact appropriately with other straight and weird alignments.	NA
3.7	Alignment(Weird)	This alignment will interact appropriately with other straight and weird alignments.	NA
3.8	Alignment(Criminal)	This alignment will interact appropriately with other criminal alignments.	NA
3.9	Alignment(fanatic)	This alignment will interact appropriately with other fanatic alignments.	NA
4.0	Attack to Neutralize	Try to Neutralize other group	Not yet tested
4.1	Attack to Destroy	Try to destroy other group	Not yet tested
4.2	Attack to Control	Try to control other group	Not yet tested
4.3	Moving a group	To reorganize users power structure	Not yet tested
5.0	Basic Goals	Game is won with original rules	Not able to test at this time
6.0	Special Goal(Bermuda Triangle)	Game is won by player collecting one example of each of the ten	Not able to test at this time

		different alignments	
6.1	Special Goal (Bavarian Illuminati)	Game is won by the player have a total power of 35 or more	Not able to test at this time
6.2	Special Goal(The Discordian Society)	Game is won by controlling 5 weird groups	Not able to test at this time
6.3	Special Goal(The Gnomes of Zurich)	Winning by collecting more than 150 megaBucks	Not able to test at this time
6.4	Special Goal(The Network)	Winning by collecting 25 points of transferable points	Not able to test at this time
6.5	Special Goal(The Servants of Cthulhu)	Winning by destroying 8 other groups	Not able to test at this time
6.6	Special Goal(The Society of Assassins Illuminati)	Winning by controlling 6 violent groups	Not able to test at this time
6.7	Special Goal(The UFO Illuminati)	Winning the game by copying another groups special goal	Not able to test at this time
7.0	Winner of the game	A player wins the game	
7.1	Elimination	A player is eliminated from the game	
7.2	Save Game	Game saves and then quits	Not able to test at this time

III. 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

IV. Environmental Requirements

For testing purposes, an IDE to run Java will be required. Tests will be run on a PC.

V. Staffing

Daniel Gione will be in charge of all alignments, as well as card draw, shuffling, and dice rolling. He will also be responsible for making sure these features cooperate nicely with those that require them, such as attacks, deciding who plays first, and other events.

Surya S Das will be in charge of all the pregame functions such as exit, start, game duration as well as game logic like income per turn, transferring groups and cheating.

Nayna Gajera will be responsible of all free action, attacks, transfer money, moving a group, illuminati cards, Deal Binding and special cards.

Brian Cabral will be responsible for all the special goals and basic goals. On top of this also will be responsible for saving and loading the game properly

VI. Schedule

Specify testing schedule.

VII. Risks and Contingencies

Some risks for this project would be the game not finding its niche in the market and not achieving the best grade on the project. In order to mitigate the first problem, we plan to release in a smaller target audience in order to discover their thoughts on the topic. Based off of this, we would be able to predict the true sales upon full release. For the second one, we would focus on great documentation and design in order to better plan the final product. This, in return, would make releasing a good product much easier.

VIII. Approvals

None.

IX. Document Revision History:

Version	1.000

Name(s)	Daniel Gione, Surya Das, Nayna Gajera, Brian Cabral
Date	06/13/19
Change Description	File created and starting info added.
Version	1.1
Name(s)	Daniel Gione, Surya Das, Nayna Gajera, Brian Cabral
Date	6/18/19
Version	