1. **Introduction**

This document describes the overall testing plan that we have adapted for our project. Title of our project is “Mystery doors”. To develop a game application which will push the user’s intelligent level to its best. Different levels of puzzles are taken with interesting constraints imposed on the user. And will challenge the user to answer the questions to reach the final goal.

1. **Test Items**

The items which are to be tested are message sending to administrator, surface change of camera, recording of video, storing of video, accelerometer action and hardware button to start and stop the camera.

1. **Features to be Tested**

Testing weather when application is opened the message is sent to administrator or no, surface of camera is changed to black or no, recording of video is done or no, storing of video is done or no and weather using accelerometer or hardware button on and off of the video is controlled or no.

1. **Testing approaches**

First we have developed the small component and we tested that weather that is working or no. For this we did component testing and after developing all components we combined all components and we did integration testing. After integrating all the components we did acceptance testing to check weather application is satisfying all the functional requirements or no.

**4.1 Component Testing**

The system is divided into six components. Six components are messages sending, recording, surface change, storing, accelerometer action, hardware button First we have developed recording, surface change, storing and hardware button components. We combined these components and we tested because these components individually can not be tested. After combining these components this whole unit is tested. Using hardware button that is we used volume down button to start and stop the video camera. Using this button we tested recording of video, surface change of camera, storing of video in the sd card. Input for this is external view or surface what we want to record. Then we developed accelerometer component and we tested. Input for this component is x and y sensor motion values and is tested by moving mobile left and right side. Then message sending component is developed and tested. Input for this component is administrator number. All components are resulted in success.

**4.2 Integration Testing**

In component testing we tested that all components individually worked correctly. After doing component testing we combined the all components and we tested which is called as integration testing. All the software elements are tested neatly to ensure that the software compiles with operational requirements. We ensured the operational requirements when we compiled and ran the integrated component we got the accepted result. By this output we ensured that integration testing is success.

**4.3 Interface Testing**

As we developed small component first and we combined latter and we tested. The major module is motion of images and event handling component and some interesting constraints are added.Like different levels will have different constraints and we tested which gave the required output. This will ensure that the interfaces between major modules are correct.

**4.4 Recovery Testing**

It is the testing done to ensure that application restart and backup and recovery facilities operate as designed.

**4.5 Performance and Acceptance Testing**

The testing done to ensure that that the application performs to customer

expectations (response time, availability, portability, and scalability)

Testing conducted to determine whether or not a system satisfies the acceptance

criteria and to enable the customer to determine whether or not to accept the

system. Acceptance testing ensures that customer requirements' objectives are

met and that all components are correctly included in a customer package.

**4.6 Security Testing**

Testing done to ensure that the application systems control and audit ability features of the application are functional.

1. **Test Case specification**

| **Unit Test Plan** | | | | |
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| Module Name: Play button | | | Use Case ID: 1 UC1 | |
| **1. Module Overview** | | | | |
| *The purpose of this module is to start the game when user clicks on the play button.* | | | | |
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| **1.1 Inputs to Module** | | | | |
| User click on Play button. | | | | |
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| **1.2 Outputs from Module** | | | | |
| The game will be started after switching the control from introduction page. | | | | |
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| **2. Test Data** | | | | |
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| Test Case No. | Input Data | Expected Results | | Remarks |
| UC1-1 | User click on Play button. | Navigate to the next xaml page from introduction page. | | Testing tactics used is white box testing.  Valid test case. |
| UC1-2 | User click on Play button. | No navigation to next xaml page. | | Testing tactics used is white box testing. Invalid test case. |
| **3. Test Tools ---**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Module Name: Start button | | | Use Case ID: 2 UC2 | | | **1. Module Overview** | | | | | | *The purpose of this module is to begin the game after user pressing this button.* | | | | | |  | | | | | | **1.1 Inputs to Module** | | | | | | User click on start button | | | | | |  | | | | | | **1.2 Outputs from Module** | | | | | | Navigation to the next xaml page to begin the game | | | | | |  | | | | | | **2. Test Data** | | | | | |  | | | | | | Test Case No. | Input Data | Expected Results | | Remarks | | UC1-1 | User click on start button | Navigation to the next xaml page to begin the game | | Testing tactics used is white box testing.  Valid test case. | | UC1-2 | User click on start button | No navigation to any xaml page | | Testing tactics used is white box testing. Invalid test case. | | UC1-3 | User click on start button | Navigation to the unexpected xaml page | | Testing tactics used is white box testing Invalid test case |  |  |  |  |  |  | | --- | --- | --- | --- | --- | | Module Name: Motion of images | | | Use Case ID: 3 UC3 | | | **1. Module Overview** | | | | | | This is main module. Here the images are moved from one position to other by changing co-ordinates of that particular image. | | | | | |  | | | | | | **1.1 Inputs to Module** | | | | | | The user clicks on start and continue button. | | | | | |  | | | | | | **1.2 Outputs from Module** | | | | | | Motion of images to the specified location | | | | | |  | | | | | | **2. Test Data** | | | | | |  | | | | | | Test Case No. | Input Data | Expected Results | | Remarks | | UC3-1 | User clicks on start button | Motion of images | | Testing tactics used is white box testing.  Valid test case. | | UC3-2 | User clicks on continue button | Motion of images | | Testing tactics used is white box testing.  Valid test case. | | UC3-3 | User clicks on start button | No motion of images | | Testing tactics used is white box testing  Invalid test case | | UC3-4 | User clicks on continue button | No motion of images | | Testing tactics used is white box testing  Invalid test case | | |  |  |  |  |  | | --- | --- | --- | --- | --- | | Module Name:Timing constraints | | | Use Case ID: 4 UC4 | | | **1. Module Overview** | | | | | | The purpose of this module is to introduce timing constraints during the game play.For different levels | | | | | |  | | | | | | **1.1 Inputs to Module** | | | | | | User completes two levels of game | | | | | |  | | | | | | **1.2 Outputs from Module** | | | | | | Timer begins | | | | | |  | | | | | | **2. Test Data** | | | | | |  | | | | | | Test Case No. | Input Data | Expected Results | | Remarks | | UC4-1 | User completes two levels | Timer begins and level terminates after 120 seconds | | Testing tactics used is white box testing  Valid test case. | | UC4-2 | User completes three levels | Timer begins and level terminates after 100 seconds | | Testing tactics used is white box testing.  Valid test case. | | UC4-3 | User completes four levels | Timer begins and level terminates after 75 seconds | | Testing tactics used is white box testing  Valid test case | | UC4-4 | User completes two levels | Timer begins and level does not terminates even after 120 seconds | | Testing tactics used is white box testing Invalid test case | | UC4-5 | User completes three levels | Timer begins and level does not terminates even after 100 seconds | | Testing tactics used is white box testing Invalid test case | | UC4-6 | User completes four levels | Timer begins and level does not terminates even after 75seconds | | Testing tactics used is white box testing Invalid test case | |  | | | | | | | | | | | | | | |

1. **Test Report**

**Test execution report with actual results**

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| Module Name:Play button Use Case ID: 1  Tester Name: Priyanka Patil  Test Execution Procedure: When the user clicks on the play button game begins. | | | | |
| **Test Data : Play Button** | | | | |
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| Test case No. | Input Data | Expected Results | Actual Result | Remarks (pass or fail) |
| 1 | User click on Play button. | Navigate to the next xaml page from introduction page. | Navigate to the next xaml page from introduction page. | pass |
| 2 | User click on Play button. | Navigate to the next xaml page from introduction page. | No navigation to next xaml page | Fail |
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| 3. Test Tools --- | | | | |
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| **Unit Test Report** |
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| Module Name: Start button Use Case ID: 2  Tester Name: Pradeep N.C.  Test Execution Procedure: When the Start button is pressed the game begins with the motion of images. | | | | |
| **Test Data :Button** | | | | |
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| Test case No. | Input Data | Expected Results | Actual Result | Remarks (pass or fail) |
| 1 | User click on start button | Navigation to the next xaml page to begin the game | Navigation to the next xaml page to begin the game | Pass |
| 2 | User click on start button | Navigation to the next xaml page to begin the game | No navigation to the next xaml page to begin the game | Fail |
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| 3. Test Tools --- | | | | |
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| **Unit Test Report** | | | | |
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| Module Name: Motion of images Use Case ID: 3  Tester Name: Pavankumar B L  Test Execution Procedure:  When the game begins the images are moved from one location to another by changing there co-ordinates .This is tested by clicking start and continue button | | | | |
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| **Test Data :Buttons** | | | | |
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| Test case No. | Input Data | Expected Results | Actual Result | Remarks (pass or fail) |
| 1 | User clicks on start button | Motion of images | Motion of images | Pass |
| 2 | User clicks on Continue button | Motion of images | Motion of images | Pass |
| 3 | User clicks on start button. | Motion of images | No motion of images | Fail |
| 4 | User clicks on Continue button | Motion of images | No motion of images | Fail |
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| 3. Test Tools --- | | | | |
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| **Unit Test Report** | | | | |
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| Module Name: Timing Constraints Use Case ID: 4  Tester Name: Harish Patil  Test Execution Procedure:  From the third level there will be timing constraints on further levels. After certain time limit the level terminates. | | | | |
| **Test Data :** **To record audio and video.** | | | | |
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| Test case No. | Input Data | Expected Results | Actual Result | Remarks (pass or fail) |
| 1 | User completes two levels | Timer begins and level terminates after 120 seconds | Timer begins and level terminates after 120 seconds | Pass |
| 2 | User completes three levels | Timer begins and level terminates after 100 seconds | Timer begins and level terminates after 100 seconds | Pass |
| 3 | User completes four levels | Timer begins and level terminates after 75 seconds | Timer begins and level terminates after 75 seconds | Pass |
| 4 | User completes two levels | Timer begins and level terminates after 120 seconds | Timer begins and level does not terminates even after 120 seconds | Fail |
| 5 | User completes three levels | Timer begins and level terminates after 100 seconds | Timer begins and level does not terminates even after 100 seconds | Fail |
| 6 | User completes four levels | Timer begins and level terminates after 75 seconds | Timer begins and level does not terminates even after 75 seconds | Fail |
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| 3. Test Tools --- | | | | |
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