Test plan

I have followed a spiral design for this program, from evaluation -> planning -> coding and implementation -> testing. I have followed this spiral design through the build-up of the different functionality of the game. This way I would be testing the different functions of the game stage by stage and would allocate different length of time for different functionality. By the end of it when I had a basic prototype of the game I had a few friends to test the game out and asked them for feed backs and I would take notes of the weird bugs in the game and try to address it accordingly.