

Illuminati

Test Plan

Version 1.0

Project Development Team:

Justin Girgis

Bryan Vu

Steven Gamboa

Table of Contents

Introduction	2
Test Plan	2
Testing Deliverables	5
Environmental Requirements	6
Staffing	6
Schedule	6
Risks and Contingencies	7
Approvals	7
Documentation Revision History	7

1. Introduction

The testing procedure for all game functions will be according to this test plan, where each test suite holds even more specific test cases. For each use-case, the respective test case will be applied, where the test results will be recorded alongside the test case procedure. This approach focuses on logging all test attempts along with avoiding as much error in the testing process as possible. The individual cases are comprehensively described, but are naturally supported by being informed of their use-case counterparts.

2. Test Plan

More deliberately detailed procedures for each test case can be found in the Test_Cases PDF and/or Excel document on the team GitHub.

Test ID	Description	Expected Results	Actual Results
TC1	Start Program	The program executes and sends the player to the Illuminati Main Menu.	
TC2	Main Menu	An operating main menu which allows access to creating a game, joining a game, or accessing settings.	
TC3	Accessing Settings	The player can access game settings.	
TC4	Accessing Rulebook	The user will be displayed a rulebook of the game.	
TC5	Create Game	The game lobby is created.	
TC6	Join Game	A player is able to join another player's game lobby	
TC7	Begin a game	All players in a given lobby are	

		sent to the game board and start a game of Illuminati.	
TC8	Take a Turn	A player is distributed income, draws a card, and completes any Actions they wish.	
TC9	Take an Action	A player exhausts one of their two Actions.	
TC10	Attack to Control	A player successfully gains control of another Group(s), or fails and doesn't.	
TC11	Attack to Neutralize	A player successfully neutralizes a group to the uncontrolled area, or fails and doesn't.	
TC12	Attack to Destroy	A player successfully destroys a Group to the dead pile, or fails and doesn't.	
TC13	Aid an Attack Using Transferable Power	A player is able to manipulate the odds of a successful attack by using Transferable Power.	
TC14	Spend Money During an Attack	Money will be funnelled into an attack and removed from their respective treasuries.	
TC15	Interfere with an Attack	Outside players will have the opportunity to affect the outcome of an attack with their money.	
TC16	Declare Privilege	Outside players become unable to interfere with an attack.	
TC17	Abolish Privilege	Privilege is removed and outside players may again interfere with an attack.	
TC18	Use Special Ability	A Card's Special Ability will be enacted per its description,	

		then it is discarded.	
TC19	Take a Free Action	The current player acts without exhausting the Actions.	
TC20	Transfer Money Between Groups	A Group will transfer money to an adjacent Group's treasury.	
TC21	Move a Group	A Group's location has been changed to a valid location in the power structure.	
TC22	Transfer a Group	A Group has been successfully and consensually transferred from one player's control to another's.	
TC23	Viewing another player's board/power structure	A player sees a complete view of another player's board/power structure	
TC24	Viewing a card	A player is able to see an enlarged version of a selected card	
TC25	Peeking at a Card	The card has successfully been peeked at, and poses a risk of the peeker being caught.	
TC26	Catching a Cheater	A cheater has been caught and will face a penalty.	
TC27	Deck Runs Out of Cards	The deck has been exhausted and the game will end, declaring a winner based on the number of Groups owned.	
TC28	Losing a Game	A player is disqualified from the game and may still spectate if they wish.	
TC29	Normal Victory	Any player wins by completing the normal win condition	
TC29A	Bavarian Illuminati Special Victory	The Bavarian Illuminati player completes their special win	

		condition and wins the game	
TC29B	Bermuda Triangle Special Victory	The Bermuda Triangle player completes their special win condition and wins the game	
TC29C	Discordian Special Victory	The Discordian player completes their special win condition and wins the game	
TC29D	Gnomes of Zurich Special Victory	The Gnomes of Zurich player completes their special win condition and wins the game	
TC29E	The Network Special Victory	The Network player completes their special win condition and wins the game	
TC29F	Servants of Cthulhu Special Victory	The Servants of Cthulhu player completes their special win condition and wins the game	
TC29G	Society of Assassins Special Victory	The Society of Assassins player completes their special win condition and wins the game	
TC29E	UFO Special Victory	The UFO player completes their special win condition and wins the game	
TC30	Exiting the program from the main menu	The application closes itself	
TC30A	Exiting in game	The player is sent back to the main menu from the game.	

3. Testing Deliverables

The following testing deliverables can be expected:

1. Comprehensive test cases including a Name, Test ID, their respective Suite, Priority, Hardware and Software Requirement, Duration, Effort, Setup, Teardown, and Procedure.
2. The expected results of each step in the test case procedure.
3. The actual test result of each step in the test case procedure and any bugs encountered identified.
4. Summaries and logging of each test instance.

4. Environmental Requirements

The hardware requirements needed to perform testing are a computer (whether it be a PC or laptop, a screen, a mouse, and keyboard, and access to the internet). The software required for this is an up-to-date Windows operating system (recent to 2020) and the Illuminati executable file.

The programming team will be building the game on their own personal computers; therefore, the testing of the game through each phase will be done on their personal computers.

5. Staffing

All members on the programming team are involved in game testing throughout each stage of the test.

The testing responsibilities of the project team are to ensure that the expected results of a test case are the same as the actual results. If not, then the testing staff is responsible for marking that the test case failed expectations and write an incident report; an incident report is a detailed description of when an error or defect is found throughout any testing phase. In addition, each member is in charge of updating all necessary documentation throughout the testing phases.

6. Schedule

The schedule will consist of three primary phases of testing. **Phase one** consists of performing tests on each test case. Then, **Phase two** consists of performing integration testing of each of the testing that are part of a given test suite. In this case, one test case can be tested multiple times if that given test case is part of multiple test suites. Finally **phase three** is made up of ensuring that all test suites work together. This, in the bigger picture, would ensure that all cases and suites work cohesively to give us a tested final product.

7. Risks and Contingencies

The objective of the testing phase is to identify and contain all risks preceded and unprecedented. Given the current state of the testing phase, we find that our current position in the testing timeline would put us at the highest risk of the following:

1. Encountering and identifying potential bugs in our program. This is a natural expectation since there has been no prior testing done.
2. Encountering tests that take longer than expected to run. This is also expected for the same reason listed above.

8. Approvals

As of version 1.0, all test cases are subject to approval by Project Manager Anthony Giacalone. Otherwise, all members of the Development Team have contributed and consented their approval for the aforementioned cases.

In the interim period of approval, the cases will be applied to the development and testing process of the game.

There are no test results yet that require signature or approval from any team members.

9. Documentation Revision History

Version	Name(s)	Date	Change Description
1.0	<ul style="list-style-type: none"> Justin Girgis Bryan Vu Steven Gamboa 	4/14/20	Initial Draft