Test Specification

For

Cow Panic!

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Grading Rubric – Test Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Introduction			5	
Test Specs				
Selection	Aspects tested are trivial	Tests clearly address core system functions	20	
Organization	Tests are disorganized, IDs or Objectives are not meaningful	Tests are well-organized with structured IDs and clear objectives	20	
Set-up	Steps are unclear or incomplete	Complete, easy to follow conditions and steps	20	
Results	Unclear or incomplete	Complete and clear	20	
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	5	
Expression	Hard to follow or poor word choices	Clear and concise. A pleasure to read	5	
Tone	Tone not appropriate for technical writing	Tone is consistently professional		
Organization	Information difficult to locate	All information is easy to find and important points stand out	5	
Layout	Layout is inconsistent, visually distracting, or hinders use	Layout is attractive, consistent, and helps guide the reader		
Late Submission				
Total			100	

Test Specifications

1.1 ScreenMainMenu – Main Menu

Test 1 – Play Button (DS)

Objective	Test the play button
Set-up	Player abducts the cow with the play sign
Expected Results	On abducting the cow, the game starts
Actual Results	

Test 2 – Settings Button (DS)

Objective	Test the settings button
Set-up	Player abducts the cow with the settings sign
Expected Results	On abducting the cow, the settings menu opens
Actual Results	

Test 3 – Extras Button (DS)

Objective	Test the Extras button
Set-up	Player abducts the cow with the extras sign
Expected Results	On abducting the cow, the extras menu opens
Actual Results	

Test 4 – Quit Button (DS)

Objective	Test the quit button
Set-up	Player abducts the cow with the Quit sign
Expected Results	On abducting the cow, the game closes
Actual Results	

1.2 ScreenSettings – Settings Menu

Test 1 - Sliders (DS)

Objective	Test the volume Sliders
Set-up	Player Clicks and drags slider knob

Expected Results	The volume of the Music/sound effects is adjusted
Actual Results	

Test 2 – Cow Puns Button (DS)

Objective	Test the Cow Puns button
Set-up	Player presses the button
Expected Results	Cow Puns are enabled or disabled
Actual Results	

1.3   ScreenExtras – Extras Menu

Test 1 – Scoreboard Button (DS)

Objective	Test the Scoreboard button
Set-up	Player abducts the cow with the scoreboard sign
Expected Results	The Scoreboard screen is opened
Actual Results	

Test 2 – Credits Button (DS)

Objective	Test the Credits button
Set-up	Player abducts the cow with the credits sign
Expected Results	The credits are played
Actual Results	

1.4   ScreenScoreboard – Scoreboard

Test 1 – Scoreboard Display (DS)

Objective	Test that the scoreboard saves and displays highscores
Set-up	Player opens the scoreboard menu
Expected Results	The scores are displayed correctly
Actual Results	

1.5   ScreenInGame – In Game Tests

Test 1 – Cow Abuction (DS)

Objective	Test the cow abduction mechanic
Set-up	Player abducts a cow
Expected Results	Cow travels upwards in the beam, then disappears and the score is increased
Actual Results	

Test 2 – Life Tracking (DS)

Objective	Test the Life mechanic
Set-up	Player lets a cow "escape"
Expected Results	Players Life counter is decreased
Actual Results	

Test 3 – Life hits 0 (DS)

Objective	Test what happens when a player's life reaches 0
Set-up	Player lets life meter reach 0
Expected Results	Game ends, user is asked to enter name for the scoreboard then scoreboard is displayed
Actual Results	

Test 4 – Cow spawning (DS)

Objective	Test the cow spawning mechanic
Set-up	Player starts the game
Expected Results	Cows begin to appear on the left side of the screen and move right
Actual Results	

Test 5 – Tractor Beam (DS)

Objective	Test the Tractor beam
Set-up	Player presses the tractor beam button
Expected Results	Tractor beam appears if a cow is hit it is abducted. If hit again tractor beam disappears and any cows inside drop back to earth.
Actual Results	