**Illuminati Test Plan**

**[Version 1.0] Project Team:**

**[April 14, 2020] Team I**

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1. **Introduction**

The goal of this document, the test plan, is to test all of the use cases created in the digitized Illuminati game. We will determine whether each action was successfully implemented, and whether the actual result was what we expected.

1. **Test Plan**

[Spreadsheet](https://docs.google.com/spreadsheets/d/1ol6ahamhDwfoXrlLIQG1-PggoUPRBa29GYTzbj2FFU4/edit?usp=sharing)

1. **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

1. **Environmental Requirements**

* Hardware: Monitor, mouse, keyboard
* Software: Any OS able to run Java applications
* Testing tool: Any Java compiler (i.e. Eclipse)

1. **Staffing**

Specify testing responsibilities, staffing and training needs.

* Partner testing, trained in Java coding

1. **Schedule**

* February 4 - 14: Start project
* February 14 - March 1: Create project plan, compile use/user cases
* March 1 - 10: Create program flow charts and begin coding project
* March 10 - April 10: Create test plan and check code
* April 10 - May 1: Create user manual, check for any potential errors/issues

1. **Risks and Contingencies**

Specify any potential risks and plans for mitigating, addressing and/or resolving those risks.

1. **Approvals**

* Approval required from supervisor, Anthony Giacalone

1. **Document Revision History:**

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| Version | 1.0 |
| Name(s) | Giovanni Salas, Audris Gaerlan, Chanpheakdey Chum |
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