Acceptance Test Plan

Chinese Checkers

COSC 3F00 Team #2 - Logical Operators

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# **Document Management**

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## ***Revisions***

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Primary Author(s)** | **Description of Version** | **Date Completed** |
| 1 | Cutis Smith | Initial Version | February 5th, 2014 |

# **Introduction**

This document outlines the methods and testing procedures for all acceptance testing for the Chinese Checkers application designed and developed by the COSC 3F00 team known as Logical operators. Each test has two possible outcomes: pass or fail. Any failed test is reason for the entire test sequence to be failed.

## ***Project Description***

We are creating a version of Chinese Checkers. Our target audience will be users that are 6 years of age and older. The game will be played with both human and computer players. Our target platform will be Android phones (original launch on OS version 4.0, API version level 14). If there is time we will also consider an implementation that can be used on a suitable tablet platforms.

We will be developing the solution using Android Studio using GitHub as our source code repository.

Graphics will be created using OpenGL.

Networking will be accomplished using the internet via HTTP and centralized on a web server using Node.js. Heavy processing for the AI will be executed on the web server so as to limit the processing power needed on the user's device. JSON will be the preferred method to exchange data between the Node server and Android clients.

The database solution will be MySQL.

We will implement the game as a "push game" -- where users are notified when it is there turn. This will add the option of playing a game over multiple sittings, while maintaining the ability to a play fast-paced game.

All technical documents and project tracking will be available from the GitHub wiki and service hooks available from this tool.

## ***Test Team Personnel***

The test team consists of one VENDOR NAME tester and one primary customer witness who have the authority to sign off tests. Optionally, a small, agreed number of additional customer observers can observe the tests and input their observations to the primary witnesses.

|  |  |  |
| --- | --- | --- |
| **Name** | **Role** | **Team** |
| Curtis Smith | Team Leader/Tester | COSC 3F00 Logical Operators |
| Saajid Mohammed | Test Lead | COSC 3F00 Logical Operators |

## ***Glossary***

|  |  |
| --- | --- |
| **Term** | **Definition** |
|  |  |
|  |  |

# **Deliverables**

## ***Hardware***

The following hardware items must be delivered fully inspected and functional.

|  |  |  |  |
| --- | --- | --- | --- |
| **Quantity** | **Deliverable** | **Pass / Fail** | **Model/Part #** |
| n/a | n/a | n/a | n/a |

## ***Software***

The following software items must be delivered fully inspected and functional.

|  |  |  |  |
| --- | --- | --- | --- |
| **Quantity** | **Deliverable** | **Pass / Fail** | **Product/Part #** |
| n/a | n/a | n/a | n/a |

# 

# **Acceptance Test Plan**

## ***Structure***

Each test process involve COSC 3F00 Logical Operator personnel running the test procedures described in this document to the satisfaction of the team.

### Order of Tests

The tests in the following section are listed in the same order as they should be performed during acceptance testing. This is to help give a logical flow of work on the system. The order of the tests is designed to minimize the use of the same elements of the system at the same time.

## ***Testing***

All tests taking place during acceptance testing will be outlined in this section. The following table is an example. Columns that are colored grey mean that that particular test will not occur during that test phase.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **#** | **Test Description** | **Expected Result** | Phase 1 | Phase 2 | Phase 3 | Phase 4 |
| 1 | Action 1 performed... | Expected Result... |  |  |  |  |
| 2 | Action 2 performed... | Expected Result... |  |  |  |  |

### 

### Software Testing

Each software component provided by Logical Operators must be tested and perform to the expected standards outlined in the table below. It is expected that several bugs or unexpected behaviors may occur during testing. Any bug, unexpected behavior, or missing functionality will be documented as a deficiency. Each software deficiency must be resolved and tested prior to sign-off unless agreed upon in writing by both parties.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Test Description** | **Expected Result** | Pass | Fail |
| 1 | Touching the game logo icon from the main apps screen with the device oriented rightside up.. | The application will launch and come to rest on the HOTSEAT screen and will match the design mockup “main.png” | X |  |
| 2 | Touching the game logo icon from the main apps screen with the device oriented upside down.. | The application will launch and come to rest on the HOTSEAT screen and will match the design mockup “main.png” |  | X |
| 3 | On the HOTSEAT screen, touching the HOTSEAT button | The HOTSEAT game configuration screen will be displayed and will match the design mockup “hotseat\_config.png” but will be defaulted to a 2 player game with the input text field for player 1 in focus and the 2 players game selection icon will appear in “selected” mode. | X |  |
| 4 | On the HOTSEAT game configuration screen, touching the 3 players game option icon | A total of 3 Player input text fields will be displayed and the 3 players game selection icon will appear in “selected” mode. | X |  |
| 5 | On the HOTSEAT game configuration screen, touching the 4 players game option icon | A total of 4 Player input text fields will be displayed and the 4 players game selection icon will appear in “selected” mode | X |  |
| 6 | On the HOTSEAT game configuration screen, touching the 6 players game option icon | A total of 6 Player input text fields will be displayed and the 6 players game selection icon will display in “selected” mode. | X |  |
| 7 | Touch the “START GAME” button on the HOTSEAT game configuration screen with at least one of the player name input fields left blank. | Validation of the player name input fields should prevent the application from navigating to the HOTSEAT game screen.  All empty player name input fields should be marked with an alert icon to indicate missing data | X |  |
| 8 | Touch the “START GAME” button on the HOTSEAT game configuration screen with all the enabled player name input fields populated with data. | The application should navigate to the HOTSEAT game screen which will match the design mockup hotseat\_game.png.  The name and color of the first player will be shown at the top of the screen.  The RESET and DONE buttons will be enabled | X |  |

## ***Deficiencies***

### Issues

|  |  |  |  |
| --- | --- | --- | --- |
| **#** | **Test # / Seequance** | **Description** | **Comments** |
| 1 | 2 | The HOTSEAT screen did not reorient itself and was displayed upside down | Ideally the application will reorient itselft to display rightside up at all times. |

### Action Plan

|  |  |
| --- | --- |
| **Deficiency** | **Action Plan** |
| 1 | A defect will be opened in GitHub and the feasibility of allowing reorientation of the application will be dicsussed by the team and a decision will be made on how best to proceed. |

# **Final sign-off**

## Acceptance Testing

The Acceptance Testing for Chinese Checkers prepared by Logical Operators for COSC 3F00 was

**ACCEPTED / ACCEPTED WITH DEFICIENCIES / REJECTED.**

|  |  |
| --- | --- |
| **Tested by:** | **Date:** |
| Curtis Smith | 2/5/14 |