Phase 4 testing plan

Prepared by:

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Revised and edited by:

To be revised by documentation department.Introduction

The program to be tested is a full functioning offline and online version of a Chinese Checkers game for Android, with the capability of playing against artificial intelligence. It contains six activities. The first activity has a buttons which lead to either the offline configuration, online configuration, settings and help. The offline configuration activity is a configuration screen for the game you wish to play. It contains the options to set the number of players, their names and whether or not a certain players are computer opponent. It then launches the game activity that contains a canvas with the game board and buttons to confirm the player’s move and undo a move. The online list activity contains any current games you are involved in; it also allows you to create new online games. The other activities are a help activity and settings activity. The help menu contains FAQ’s and a basic tutorial for setting up a game. The settings activity contains a toggle for showing hints, it also contains the user information and setup to allow the user to play online. Apart from the activities the application will also have the ability to notify users, when the application is no longer in focus, that that there is has been changes in their current online games.

Objectives

Verify the current phase programming is functional and works consistently.

Testing phases

UI Automated Unit testing

N/A

UI Automated Integration testing

N/A

Manual testing

* OnlineListActivity
  + Verify game list is populated appropriately
  + Verify games can be joined, deleted and forfeited
* Verify online game play is complaint with the rules of Chinese Checkers as stated at <http://www.mastersgames.com/rules/chinese-checkers-rules.htm>
* Verify online matchmaking
* Verify push notifications are displayed appropriately
* Verify push notifications take player to proper game
* Verify AI players are obeying game rules and functions with noticeable difference in skill levels.

Performance and stress testing

N/A

Regression testing

* Verify previous functionality is still intact
* Verify previous phase bugs are no longer present

Ease of use testing

A focus group shall be assembled and given access to the functioning application they will also be given a set of tasks to accomplish. Each member of the focus group shall then fill out an Ease of Use Testing Form (REPLACE\_APPENDIX\_<Ease of use testing feedback form>) . The forms will then be tallied and actions shall be taken in accordance with the results at the retrospective meetings.

Acceptance testing

Criteria and this phase testing to be determined by team lead.

Testing feedback procedure

At the end of each test phase or immediately following a failure of an in phase test, a Test Feedback Form (REPLACE\_APPENDIX\_<Test feedback form>) shall be generated. The feedback form will be generated as an issue on GitHub with the contents of the (REPLACE\_APPENDIX\_<Test feedback form>). Further action shall be determined on case bases.

Features to be tested

* OnlineListActivity
  + Button functionality
  + Player lobby tracking
  + Transition into proper OnlineGameActivty with updated state
  + Transition to HelpActivity
  + Transition to SettingsActivity
* OnlineGameActivity
  + Button functionality
  + Game playability
  + Popup Dialogs
  + Transition to HelpActivity
  + Transition to SettingsActivity
* Game adheres to rules as specified at <http://www.mastersgames.com/rules/chinese-checkers-rules.htm>
* Push Notifications
* Online Matchmaking
* AI Opponents

Features not to be tested

N/A

Dependencies

Availability of classes and modules for current phase.

Tools

Eclipse

JUnit API

Android Testing API

Approvals

Name Project Role Signature Date

Curtis Smith Project Lead \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_

Peter Pobojewski Deputy Lead \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_

Ben Stitt Documentation Lead \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_

Saajid Mohammed Test Lead \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_

APPENDICES

REPLACE\_APPENDIX\_<Test feedback form>

Test feedback form

Project: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Project Phase: \_\_\_\_\_\_\_\_\_\_\_\_\_ Test Phase: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_

Tester: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Pass\Fail\Extra Consideration Required: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Remarks (If fail what caused failure): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Test Output (If Applicable): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Action Taken: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Tester Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_ Project Lead Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Test Lead Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Project Lead Name: \_\_\_\_\_\_\_\_\_\_\_\_\_

Test Lead Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

REPLACE\_APPENDIX\_<Ease of use testing feedback form> Ease of use testing feedback form

Give each of the tasks a rating from 0 to 10 based on the difficulty of accomplishing the relevant tasks.

Task 1 Score: \_\_\_\_\_

Task Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 2 Score: \_\_\_\_\_

Task Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 3 Score: \_\_\_\_\_

Task Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 4 Score: \_\_\_\_\_

Task Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 5 Score: \_\_\_\_\_

Task Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 6 Score: \_\_\_\_\_

Task Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Task 7 Score:\_\_\_\_\_

Task Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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General Remarks: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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