

# Test Plan

<b>Product Name</b>	Ninjump
<b>Unity Version</b>	2018.2.13f1

**Document Version:** 1.0

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**Date:** 07/12/2019

**Introduction:**

Test the game's ability to run correctly on an android application for which the game was developed.

The goal is to make the application run on an android phone while using the tap capability of the phone to jump the player.

**References:**

<https://www.youtube.com/watch?v=GEQSaF4LPgk>

**Test Items:**

I have used the Unity Remote 5 application to test that the game runs correctly on the application.

**Features to be Tested:**

The game involves the use of the screen tap to allow the player to jump on walls and platforms.

**Features Not to Be Tested:**

The use of the tap to move the player as it already has an automatic movement applied to it

**Approach:**

I allowed the if statement for the screen touch to output a string in Unity to check if the touch works.

**Item Pass/Fail Criteria:**

If the string has not been outputted that means the touch does not work and it needs to be fixed.

If the string is outputted in the Unity console, then that means the touch works and I can continue with the rest of the game development.

**Test Environment:**

The testing environment was an android phone connected via USB while using the Unity Remote 5 application.