**Test Plan**

## **STORY – Progress Meter (Josh Eads)**

## **Fields**

* N (Number of items)
  + Numeric between 0 and 500 (or as needed by client).
* M (Possible combinations)
  + Numeric between 0 and 124,750 (or as needed by client).
* X (Number of combinations compared)
  + Numeric between 0 and 124,750 (or as needed by client).
* Z (Combinations not compared yet)
  + Numeric between 0 and 124,750 (or as needed by client).

M (Possible Combinations): f(N) = N(N-1)/2

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Test | N (number of items) | M (Possible combinations f(N)=N(N-1)/2 | X  (number of combinations compared) | Z (combinations not compared yet) | Expected Results | Actual Results |
| Game not started | 10 | 45 | 0 | 45 | 0 out of 45 |  |
| Early in game | 8 | 28 | 4 | 24 | 4 out of 28 |  |
| Mid Game | 12 | 66 | 33 | 33 | 33 out of 66 |  |
| Late Game | 5 | 10 | 9 | 1 | 9 out of 10 |  |
| Game Completed | 7 | 21 | 21 | 0 | 21 out of 21 |  |
| Full Run-Thru Small | 4 | 6 | All, 0 thru 6. | All, 0 thru 6. | 0 out of 6,  1 out of 6,  2 out of 6,  ...  5 out of 6,  6 out of 6 |  |
| Full Run-Thru Large | 15 | 105 | All, 0 thru 105. | All, 0 thru 105. | 0 out of 105,  1 out of 105,  2 out of 105,  … 103 out of 105,  104 out of 105,  105 out of 105. |  |
| Progress Meter is turned off | 10 | 45 | Nothing displayed to User. | Nothing displayed to User. | Nothing displayed to User. |  |

