Conspiracies of Runeterra Test Plan

**Version 1.0 Project Team:**

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# I. Introduction\*\*\* NEEDS TO BE FINISHED\*\*\*This serves as the plan for testing all software artifacts as well as the reporting of test results.

# II. Test Plan\*\*\* NEEDS TO BE FINISHED\*\*\*Use the template below to specify the black box test cases you will run on your code. Every requirement must have a minimum of one test case. Considering equivalence class partitioning, boundary value analysis, and diabolical test cases, it is likely that each requirement should have several test cases.

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| --- | --- | --- | --- |
| **Test ID** | **Description** | **Expected Results** | **Actual Results** |
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# Where:

* Test ID is a unique identifier for the test case. The unique identifier should relate back to the particular requirement the test case is verifying. For example, if your naming scheme for requirements is numbers, test cases for requirement 3 could have test IDs 3.1, 3.2, etc. Acceptance test cases must end the Test ID with a \*.
* Description should clearly document the steps that need to be done in order to run the test case. Write the description specifically, such that any team member can run the test case, even if the author of the test case is not present.
* Expected results is a statement of what should happen when the test case is run.
* Actual results are an indication of whether the test case is currently passing or failing when it is run. The actual results could be recorded simply as “Pass” or “Fail.” However, it is also helpful to describe what happened in cases where a test case fails.

Ultimately, your customer should agree to the test case. When test cases are written so specifically, often requirements understanding is enhanced.

# III. Testing Deliverables \*\*\* NEEDS TO BE FINISHED\*\*\*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

# IV. Environmental Requirements

• A working, modern computer setup.

• Windows OS.

• Stable electricity and internet.

# V. StaffingThe test cases will be split into three groups, one for each team member to conduct.

The team will require training in the use of Unity to both build and test the game.

# VI. Schedule \*\*\* NEEDS TO BE FINISHED\*\*\*Specify testing schedule.

# VII. Risks and Contingencies \*\*\* NEEDS TO BE FINISHED\*\*\*Specify any potential risks and plans for mitigating, addressing and/or resolving those risks.

# VIII. Document Revision History:

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| --- | --- |
| Version | 1.0 |
| Name(s) | Andrew Lucas, David Kwon, Jose Vasquez |
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