Conspiracies of Runeterra Test Plan

**Version 1.0 Project Team:**

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# I. IntroductionThis serves as our plan for testing all game functions and the results of those tests with the goal of removing bugs and improving functions.

# II. Testing DeliverablesSpecify 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

# III. Environmental Requirements

• A working, modern computer setup.

• Windows OS.

• Stable electricity and internet.

# IV. 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.

# V. Schedule

Test Suites 1 – 5 week 1.

Test Suites 6 – 10 week 2.

Test Suites 11 – 15 week 3.

Test remaining Suites week 4.

# VI. Risks and Contingencies

Risk of breaking product, risk of testing the wrong thing.

Contingency plan, rank the risks.

# VII. Document Revision History:

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| Version | 1.0 |
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