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. 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

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

\*\*\*When we plan to test

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

\*\*\*Things to consider: Risk of breaking product, risk of testing the wrong thing.

\*\*\*Other things to add to this section: contingency plan, rank the risks

# VII. Document Revision History:

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