

Text to Motion Database

Test Plan

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2 Proof of Concept Testing

2.1 Significant Risks

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3 System Testing

3.1 Game Mechanics Testing

Revision History

Date	Version	Notes
October 25, 2015	1.0	Created document
October 31, 2015	1.1	Major additions to all sections
November 1, 2015	1.2	Final version for rev 0

Test 3.1.1:	Activate pistol weapon
Description:	Tests if hero weapon is changed to pistol when corresponding input is received
Type:	Unit Test (dynamic, automated)
Initial State:	Custom in-game state with a hero object
Input:	Keyboard function called with simulated '1' key down stroke
Output:	Hero object (enum) weapon
Pass:	Hero object weapon is PISTOL

4 Requirements Testing

4.1 Functional Requirements Testing

4.2 Non-Functional Requirements Testing

4.2.1 User Experience Testing

Test 4.2.1.1:	Entertainment
Description:	Tests that the game is entertaining
Type:	Functional (dynamic, manual)
Tester(s):	Testing group
Pass:	Phase I average survey score of at least Θ ; Phase II average survey score improves on Phase I score by Φ

5 Timeline

6 Appendix A: Testing Survey