Deployment Testing

Release Testing Strategy:

Phase	Heuristic	Test	Met
Minimum Viable Product (1.x.)	1.1. Working movement (**Physics Engine**) 1.2. Drone Model (**3D Models**) 1.3. Control System (**User Controls**) 1.4. Menu (**Front-End UI**) 1.5. Test Level(**Graphics Engine**)	1.1. JUnit Tests Pass 1.2. Drone model present 1.3. Control feedback visible 1.4. Menu navigation possible 1.5. Level with win condition complete	1.1.**Yes** 1.2.**Yes** 1.3.**Yes** 1.4.**Yes** 1.5.**No**
Beta Release (2.x.)	2.1. Collision Detection (**Physics Engine**) 2.2. 3D Building Models (**3D Models**) 2.3. Intuitive Controls (**User Controls**) 2.4. Achievements menu (**Front-End UI**) 2.5. Test Level (**Level Select**)	2.1. Collision detected with building 2.2. Imported and rendered building.obj 2.3. Controls mimic drone remote 2.4. Achievements page generated via .csv file 2.5. Level with building and win condition	2.1.**Yes** 2.2.**No** 2.3.**Yes** 2.4.**Yes** 2.5.**No**
Final Release (3.x.)	3.1. Sensor Models (**3D Models**) 3.2. Customisation Menu (**UI**) 3.3. Level Handler (**UI**) 3.4. Environment Interactabels (**Physics Engine**) 3.5. Playble Levels	3.1. Models present 3.2. Customisation selections playable 3.3. Correct levels loaded from .csv file 3.4. Correct interactions objects 3.5. Levels completeable	3.1.**Yes** 3.2.**Yes** 3.3.**Yes** 3.4.**Yes** 3.5.**No**

Due to the continous integration we carried out through our project through APK Build Testing, we were very easily able to test high level heuristics (above). The dev team provided a wealth of heuristic feedback from build testing, but we wanted an objective subject to better gauge the quality of each release.

Every release was tested with the clients through arranged play-test meetings. Before each release deadline, a meeting with the client would be arranged to test the current stage of the game according to the heuristics defined in the release testing strategy table. As an example of a user story and aware of the heuristics set out for the current release (decided in the prior meeting), the client made the perfect test user.

Method:

Heuristics decided collaboratively between our development team and client would be assigned for a specific release during a meeting. We took these heuristics and planned tests which would prove the heuristics met (shown in **Table 2**). During the play test, the client would be given a device with the game installed onto it and observed as they interacted with the device. Through observations and a questionnaire after the playtest we would mark downt the reseults of the heuristic tests. These results would then go onto influence the decision of the next target heurisitcs for the following release.