

Test Plan

Objective

The objective is to test the code that was implemented the last iteration.

What to test and how

We are going to test UC1 and UC2, and to test that we will write and run dynamic manual test-cases. We also intend to write automated unit tests for the methods “play” and “randomWord” called “playTest” and “randomWordTest”. We will then inspect the code to see how to add more test cases to more methods in the future.

Time Plan

Task	Estimated	Actual
Test plan	1h	45m
Manual TC	1h	50m
Running tests	0,5h	10m
Test report	1h	

Manual Test-Cases

TC 1 Start game successful

Use case: UC1 Start game

Scenario: Start game successfully

Precondition: The player has started the program

The main scenario of UC1 is tested where a user starts the game successfully.

Test steps

- Start the app
- System shows the start menu
- Player chooses the the “Play” option and press enter

Expected

- The system starts the game

TC 2 Play game successful

Use case: UC2 Play game

Scenario: Play game successfully

Precondition: The player has started the game

The main scenario of UC2 is tested where a user plays the game successfully.

Test steps

- The game starts with a random word
- The player guesses the words

Expected

- The player plays an entire round hangman
- The player wins or loses

Test Report

Manual test success

Test	UC1	UC2
TC1	1/OK	0
TC2	0	1/OK
COVERAGE & SUCCESS	1/OK	1/OK