Augmented Reality Game

Test Plan

COP 4331C, Fall 2015

Yellow – Team discussion and decisions needed to complete this.

Blue – Need to consult with Eric regarding state of development to complete this.

Team Name: Project Pals

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| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| V0.0 | 10/04/15 | Clayton Cuteri | Original Test Plan Draft |
| V1.0 | 10/07/15 | Clayton Cuteri  Eric Peralli |  |

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**SECTION 1 – Introduction**

**Overall Objective for Software Test Activity:**

The overall objective in testing our software is to determine whether it has functionality, user friendly GUI, and networking. We will want to make sure that the software is actually able to work as an AR game. We also plan to ensure that the GUI has easy navigation so that users are able to setup up the game quickly and effectively. The last thing we will test, is the game’s ability to network. For this we will make sure that at least two different devices are able to interact via the game.

**Reference Documents:**

Concept of Operations <link>

Project Plan <link>

SRS <link>

**SECTION 2:****Description of Test Environment**

All devices used in testing will be running on an Android OS. We will have developers and friends of the developers using the android devices with the app loaded. We will have people on different Wi-Fi and people using 4G to ensure there are no connection issues with either. This environment is almost identical to the networking needs. The only difference would be the physical distance away from other users once released to the public. This should be negligible with our concept.

**SECTION 3** **- Stopping Criteria**

**If errors are found during testing:**

If we find a bug, we will proceed with one of two options. If the severity of the bug hinders the core functionality of the app, we will discontinue the current test and fix the bug. If the bug does not affect the core functionality, we will log the issue with its runtime state and fix after the current round of testing.

**If no errors are found during testing:**

**What is “good enough to deliver”?**

If a bug is found during a test, the bug will be fixed and we will begin the next round. There must be three concurrent rounds of testing without a bug for our code to be deemed “good enough to deliver”.

**Section 4 – Description of Individual Test Cases**

**Test Case 1: Offline User**

Test Objective: Observe that the game is able to load, run, and play on a single device.

Test Description: Open the app and observe easy navigation and that the game can start up.

Test Conditions: We will test the single player mode and observe its game play. We will then change themes and observe if the same functions are available. For other information, See Section 2: Test Environment.

Expected Results: We will want to observe that single player mode allows the ability to shoot objects, the user can take damage, and high score is recorded.

**Test Case 2: Multiple Users**

Test Objective: Observe that game modes involving multiple players are functional on both devices.

Test Description: We will load the game onto a second device. Just like test case 1, we will then open the game.

Test Conditions: We will observe intractability and multiple users posting to the high scoreboard.

Expected Results: We would like to observe that all scores are shown on the board. We also would like to see that multiplayer modes function properly.