Augmented Reality Game

Test Plan

COP 4331C, Fall 2015

Yellow – Team discussion and decisions needed to complete this.

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

Team Name: Project Pals

Team Members:

* Eric Peralli - Eric.peralli@gmail.com
* Connor Heckman – Connor.heckman@me.com
* Clayton Cuteri – Cuteri.clayton@knights.ucf.edu

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

**Contents of this Document**

1. Introduction

* Overall Objective for Software Test Activity
* Reference Documents

1. Description of Test Environment
2. Overall Stopping Criteria
3. Description of Individual Test Cases

**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 no errors are found during testing:**

We will revisit the environment we are working in and ensure that most, if not all, variability is checked.

* How do you define "good enough to deliver"? Does it require that there are no known errors? Or no known errors other than cosmetic errors? Or no known errors other than cosmetic errors and errors for which there is a well-defined workaround? .... >

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

**Test Case 1: One User**

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

Test Description: Download the app to the Android device. 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.