Kingdom Clean-Up Testing Plan Version 0.1

Team Tersuca

DSU Game Projects Courses 333/444

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Team Lead Dillon Johnson

Project Manager Rachel Groth

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1. The target platform for Kingdom Clean-Up is the Windows PC.

* Optimal operating system will be Windows 10
* The program will be a 32 or 64-bit exe.
* Minimum recommended CPU is the Intel i3-2370M Processor (3M Cache, 2.40 GHz) or equivalent.
* Minimum recommended General Ram is 4 Gigabytes.
* Minimum recommended GPU Ram 1 Gigabyte, Nvidia EVGA 440 or equivalent.
* Estimated Zipped Download size 10 Megabytes.

1. High risk features and Testing plan for each

* Movement in each scene, plan to test if the player can move in each scene and if there is any clipping
* Combat, plan to test if each enemy can be reasonably defeated, by QA lead and players not affiliated with team Tersuca, Game Night, Computer Game Design Club.
* Slime interactions, plan to test each type of slime to see if it has the intended effects. How much slime can we fix of the screen at once before it crashes)

1. Feature Checklist

* Usable intuitive UI
* Movement
* Combat – Does Combat work as intended?
* Slime interactions – Do Slime interactions work as intended?
* Entertainment Factor -- Is Kingdom Clean-Up entertaining for most people in the target audience?
* Aesthetic integration -- Are the Visual and Auditory assets implemented in a way Appealing to the target audience?

1. Hardware/ Software Checklist

* Base system tests on Fujitsu T725 specs below
  + Processor i5-5200u 2.7GHz
  + Ram - 8 gig
  + Memory Drive - 128 gb ssd
  + Display - 1366 x 768 (HD)
  + GPU - Intel HD Graphics 5500

1. Focus testing plan and dates

* 09/04/2018 - First focus test Tuesday,
  + Expected goals
    - Insure movement is working
    - Inspect code for current conventions and readability
* 09/11/2018 - Second focus test Tuesday
  + Expected goals
    - Insure movement is still working
    - Inspect code for current conventions and readability
    - Test basic combat
* 09/18/2018 – Third focus test Tuesday
  + Expected goals
    - Insure movement is still working
    - Inspect code for current conventions and readability
    - Test basic combat
    - Test basic UI

1. Usability testing plans

* Implement tutorial instructions and inure they are intuitive with outward facing testing
* Interpret feedback from novice test-players

**Iteration 1 QA testing Sprint Report**

1. Testing Resources

* Base system tests on Fujitsu T725 specs below
  + 1. Processor i5-5200u 2.7GHz
    2. Ram - 8 gig
    3. Memory Drive - 128 gb ssd
    4. Display - 1366 x 768 (HD)
    5. GPU - Intel HD Graphics 5500
* Visual studio auto testing
* Unity in engine play testing
* MS Excel issue tracking

1. Automated Testing process

* Cataloging bugs and fixing them based on severity

1. Manual Testing Processes

* Hosting playtesting sessions and asking for feedback through a series of question  
  IE--
  + What was fun or interesting
  + What was not fun
  + What felt broken

1. Summary of Issues being tracked

* Movement and Camera Follow tracked from implementation internally tested and improved

1. Number of open issues

* 2

1. Number of new Issues

* 2

1. Number of Issues closed

* 0

1. Details of internal QA testing this sprint (when, where, who what, how long)

* Wednesday, Thursday, Tuesday Workblocks, Project room 132, Carl Petersen, Dillon Johnson, Rachel Groth, created testing doc, tested movement and the follow camera.

1. Summary of internal testing results

* Tested base movement, left, right, up, down, gravity found it was jittery and recommended fluidity.

1. Details of Play (external) testing performed (when, where, who what, how long)

* Did not externally play test iteration 1

1. Summary of external testing results

* See question 10