Kingdom Clean-Up Testing Plan Version 0.2

Team Tersuca

DSU Game Projects Courses 333/444

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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 spawn on 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. Usability testing plans

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

**Iteration Sprint Report QA testing Template**

1. Testing Resources
   1. Paper prototyping
   2. Visual studio auto testing
   3. Unity in engine playtesting
   4. GitHub Bug/ Issue Tracking
2. Bug Testing process
   1. Cataloging bugs and fixing them based on the severity of the issue.
3. Summary of Issues being tracked
   1. Jumping while falling bug
      1. <https://github.com/gadsu/cleanup/issues/19>
   2. Sticky walls and wall jumping bug
      1. <https://github.com/gadsu/cleanup/issues/15>
   3. Sliding on platforms bug
      1. <https://github.com/gadsu/cleanup/issues/13>
4. Number of open issues
   1. 3 open issues
5. Number of new Issues
   1. 5 new issues
6. Number of Issues closed
   1. 3 closed issues
7. Details of internal QA testing this sprint
   1. Dillon and Riley tested the prototype unity level for bugs and the feel of mechanics  
      s
8. Summary of internal testing results
   1. The team found some bugs relating to player movement and the newly implemented slime spawners and slime AI