Kingdom Clean-Up Testing Plan Version 0.1

Team Tersuca

DSU Game Projects Courses 333/444

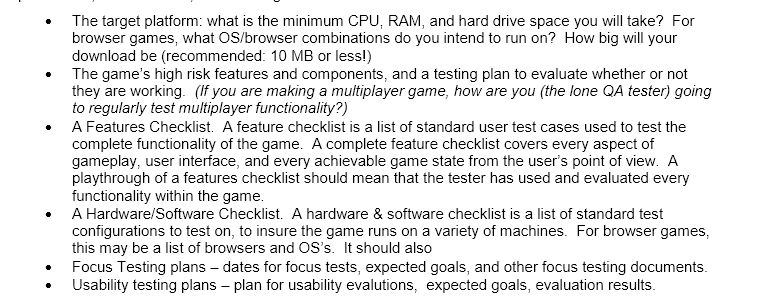
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1. The target platform for Kingdom Clean-Up is the Windows PC.

* 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.

1. Feature Checklist

* Useable intuitive UI
* Movement
* Combat – Dose Combat work as intended?
* Slime interactions – Do Slime interactions work as intended?
* Fun Factor -- Is Kingdom Clean-Up fun 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 found here --<https://www.cnet.com/products/fujitsu-lifebook-t725-12-5-core-i5-5200u-8-gb-ram-128-gb-ssd-us-xbuyt725004/specs/>

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

* Insure that game is playable by wide array of players
* 09/04/2018 Test for color-blind useability/accessibility