

SE 3XA3: Test Plan
Title of Project

Team #, Team Name
Student 1 name and macid
Student 2 name and macid
Student 3 name and macid

October 31, 2016

Contents

1	General Information	1
1.1	Purpose	1
1.2	Scope	1
1.3	Acronyms, Abbreviations, and Symbols	1
1.4	Overview of Document	2
2	Plan	2
2.1	Software Description	2
2.2	Test Team	2
2.3	Automated Testing Approach	2
2.4	Testing Tools	2
2.5	Testing Schedule	2
3	System Test Description	2
3.1	Tests for Functional Requirements	2
3.1.1	Input Testing	2
3.1.2	Object Collision Testing	7
3.2	Tests for Nonfunctional Requirements	11
3.2.1	Look and Feel Requirements	11
3.2.2	Usability and Humanity Requirements	12
3.2.3	Performance Requirements	12
3.2.4	Operational and Environment Requirements	12
3.2.5	Security Requirements	13
3.2.6	Cultural Requirements	13
3.2.7	Legal Requirements	14
3.2.8	Health and Safety Requirements	14
4	Tests for Proof of Concept	14
4.1	Demonstration Plan	14
5	Comparison to Existing Implementation	16
6	Unit Testing Plan	16
6.1	Unit testing of internal functions	16
6.2	Unit testing of output files	16

7	Appendix	17
7.1	Symbolic Parameters	17
7.2	Usability Survey Questions?	17

List of Tables

1	Revision History	ii
2	Table of Abbreviations	1
3	Table of Definitions	1

List of Figures

Table 1: **Revision History**

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

This document ...

1 General Information

1.1 Purpose

1.2 Scope

1.3 Acronyms, Abbreviations, and Symbols

Table 2: **Table of Abbreviations**

Abbreviation	Definition
Abbreviation1	Definition1
Abbreviation2	Definition2

Table 3: **Table of Definitions**

Term	Definition
Term1	Definition1
Term2	Definition2

1.4 Overview of Document

2 Plan

2.1 Software Description

2.2 Test Team

2.3 Automated Testing Approach

2.4 Testing Tools

2.5 Testing Schedule

See Gantt Chart at the following url ...

3 System Test Description

3.1 Tests for Functional Requirements

3.1.1 Input Testing

1. Run Right (Starting from Idle)

Type: Dynamic, Manual

Initial State: In-game state where the character is not moving

Input: RIGHT_ARROW or D_KEY on keyboard are pressed

Output: The character will be moving towards the right at a constant speed

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the character's movement functions as expected

2. Run Left (Starting from Idle)

Type: Dynamic, Manual

Initial State: In-game state where the character is not moving

Input: LEFT_ARROW or A_KEY on keyboard are pressed

Output: The character will be moving towards the left at a constant speed

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the character?s movement functions as expected

3. Run Right (Starting from moving left)

Type: Dynamic, Manual

Initial State: In-game state where the character is currently moving left at a constant speed

Input: RIGHT_ARROW or D_KEY on keyboard are pressed

Output: The character will be moving towards the right at a constant speed

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the character?s movement functions as expected

4. Run Left (Starting from moving right)

Type: Dynamic, Manual

Initial State: In-game state where the character is currently moving right at a constant speed

Input: LEFT_ARROW or A_KEY on keyboard are pressed

Output: The character will be moving towards the left at a constant speed

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the character?s movement functions as expected

5. Stop (Starting from moving right)

Type: Dynamic, Manual

Initial State: In-game state where the character is currently moving right at a constant speed

Input: RIGHT_ARROW or D_KEY on keyboard are released

Output: The character will reach a state of rest

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the character stops moving accordingly

6. Stop (Starting from moving left)

Type: Dynamic, Manual

Initial State: In-game state where the character is currently moving right at a constant speed

Input: LEFT_ARROW or A_KEY on keyboard are released

Output: The character will reach a state of rest

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the character stops moving accordingly

7. Jump (Starting from Idle)

Type: Dynamic, Manual

Initial State: In-game state where the character is not moving

Input: SPACE_BAR on keyboard is pressed

Output: The character will move upwards with an instantaneous force against a platform object it is on top of

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the motion of jumping stays consistent through the trial. The tester must make sure that no continuous anti-gravitational force is applied.

8. Jump (Starting from running)

Type: Dynamic, Manual

Initial State: In-game state where the character is currently running

Input: SPACE_BAR on keyboard is pressed

Output: The character will move upwards with an instantaneous force against a platform object it is on top of and should contain the current horizontal speed

Tester(s): Development Team and Colleagues

Description: The tester will make sure that the motion of jumping stays consistent through the trial. The tester must make sure that no continuous anti-gravitational force is applied.

9. Jump (While airborne)

Type: Dynamic, Manual

Initial State: In-game state where the character is currently midair

Input: SPACE_BAR on keyboard is pressed

Output: The character's current movement will continue without alterations

Tester(s): Development Team and Colleagues

Description: The tester must make sure that no continuous anti-gravitational force is applied.

10. Fire Blue Portal

Type: Dynamic, Manual

Initial State: Any In-game state

Input: LEFT_CLICK on supported platform

Output: Blue portal is formed on platform

Tester(s): Development Team and Colleagues

Description: The tester checks if portals are able to be fired on a platform that is at least two units long.

11. Fire Orange Portal

Type: Dynamic, Manual

Initial State: Any in-game state

Input: RIGHT_CLICK on supported platform

Output: Orange portal is formed on platform

Tester(s): Development Team and Colleagues

Description: The tester checks if portals are able to be fired on a platform that is at least two units long.

12. Pause

Type: Dynamic, Manual

Initial State: Any In-Game State

Input: P_KEY on keyboard is pressed

Output: The Pause menu is brought up

Tester(s): Development Team and Colleagues

Description: The tester checks to see if they can pause the current game

13. Play Game

Type: Dynamic, Manual

Initial State: Main Menu

Input: LEFT_CLICK on PLAY option in the main menu

Output: The game begins

Tester(s): Development Team and Colleagues

Description: The tester checks to see if they can start a new game

14. Help

Type: Dynamic, Manual

Initial State: Main Menu

Input: LEFT_CLICK on HELP option in the main menu

Output: The help menu is brought up

Tester(s): Development Team and Colleagues

Description: The tester checks to see if they can view the help menu

15. Options

Type: Dynamic, Manual

Initial State: Main Menu

Input: LEFT_CLICK on OPTIONS option in the main menu

Output: The options menu is brought up

Tester(s): Development Team and Colleagues

Description: The tester checks to see if they can view the options menu

3.1.2 Object Collision Testing

1. Collision with Wall

Type: Dynamic, Manual

Initial State: Character is moving toward wall

Input/Condition: Character hits wall object

Output: Character is stopped by wall

Tester(s): Development Team and Colleagues

Description: The tester checks if characters make impact with wall

2. Collision with Floor Platform

Type: Dynamic, Manual

Initial State: Character is on/falling towards floor platform

Input/Condition: Character hits floor object

Output: Character lands and stays on platform

Tester(s): Development Team and Colleagues

Description: The tester checks if floor platforms are working as expected

3. Collision with Flag

Type: Dynamic, Manual

Initial State: Character is moving toward a flag

Input/Condition: Character hits the flag object

Output: Level is won user stops controlling character

Tester(s): Development Team and Colleagues

Description: The tester checks if flag objects work and can finish the level

4. Collision with Blue Portal

Type: Dynamic, Manual

Initial State: Game Object is moving toward portal

Input/Condition: Game Object hits blue portal object

Output: Game Object teleports to the orange portal's location conserving previous movement speed

Tester(s): Development Team and Colleagues

Description: The tester checks if Game Objects can teleport through portals

5. Collision with Orange Portal

Type: Dynamic, Manual

Initial State: Game Object is moving toward portal

Input/Condition: Game Object hits orange portal object

Output: Game Object teleports to the blue portal's location conserving previous movement speed

Tester(s): Development Team and Colleagues

Description: The tester checks if Game Objects can teleport through portals

6. Collision with Goombas (front facing collision)

Type: Dynamic, Manual

Initial State: Character is moving toward a Goomba

Input/Condition: Character hits a Goomba body front first

Output: Character loses a life

Tester(s): Development Team and Colleagues

Description: The tester checks if Goombas can defeat the character

7. Collision with Goombas (foot first collision)

Type: Dynamic, Manual

Initial State: Character is moving toward a Goomba

Input/Condition: Character hits a Goomba body foot first

Output: Goomba is defeated

Tester(s): Development Team and Colleagues

Description: The tester checks if they can defeat the Goomba

8. Collision with Koopas (front facing collision)

Type: Dynamic, Manual

Initial State: Character is moving toward a Koopa

Input/Condition: Character hits a Koopa body front first

Output: Character loses a life

Tester(s): Development Team and Colleagues

Description: The tester checks if Koopas can defeat the character

9. Collision with Koopas (foot first collision)

Type: Dynamic, Manual

Initial State: Character is moving toward a Koopa

Input/Condition: Character hits a Koopa body foot first

Output: Koopa transforms to shell form

Tester(s): Development Team and Colleagues

Description: The tester checks if they can defeat the Koopa

10. Collision with Koopa Shell (front facing collision)

Type: Dynamic, Manual

Initial State: Character is moving toward a Koopa Shell

Input/Condition: Character hits a Koopa shell front first

Output: Character loses a life

Tester(s): Development Team and Colleagues

Description: The tester checks if Koopa Shells can defeat the character

11. Collision with Koopa Shell (foot first collision)

Type: Dynamic, Manual

Initial State: Character is moving toward a Koopa Shell

Input/Condition: Character hits a Koopa shell foot first

Output: Koopa shell is defeated

Tester(s): Development Team and Colleagues

Description: The tester checks if they can defeat the Koopa Shell

12. Collision with Bullet Bill (front facing collision)

Type: Dynamic, Manual

Initial State: Character is moving toward Bullet Bill

Input/Condition: Character hits a Bullet Bill body front first

Output: Character loses a life

Tester(s): Development Team and Colleagues

Description: The tester checks if Bullet Bill can defeat the character

13. Collision with Bullet Bill (foot first collision)

Type: Dynamic, Manual

Initial State: Character is moving toward Bullet Bill

Input/Condition: Character hits a Bullet Bill body foot first

Output: Bullet Bill is defeated

Tester(s): Development Team and Colleagues

Description: The tester checks if they can defeat a Bullet Bill

3.2 Tests for Nonfunctional Requirements

The different tests listed will demonstrate that the non-functional requirements in the software requirements specification are met.

3.2.1 Look and Feel Requirements

1. Game Environment

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues and/or testing group

Description: The tester will see if the different environments are correct and meet the specifications

2. Game Hude/Interface

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues, and/or testing group

Description: The tester will make sure that the score, time, lives, and amount of coins is not obstructive in the game's view.

3.2.2 Usability and Humanity Requirements

1. Ease of Learning

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues, and/or testing group

Description: The tester will play through the game and will inform the development team of clarifications

2. Entertainment

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues, and/or testing group

Description: The tester will make sure that the game is entertaining and follows similar principles to that of the original game

3.2.3 Performance Requirements

1. Controls/Commands

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues, and/or testing group

Description: The tester will make sure that the game does not have any noticeable delays with controls, as well as any controls that seem odd/difficult to understand.

3.2.4 Operational and Environment Requirements

1. Operating System Support

Type: Dynamic, Manual

Initial State: Downloading/Installing

Tester(s): Development Team, Colleagues, and/or testing group.

Description: The tester will make sure that the game is able to run on Windows, MacOS, and Ubuntu.

3.2.5 Security Requirements

1. Altering Information

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues, and/or testing group

Description: The tester will make sure that the game does not alter any files or processes that are not directly related to the game.

3.2.6 Cultural Requirements

1. Spelling and Grammar

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues, and/or testing group

Description: The tester will make sure that the game has no spelling/grammar errors and that messages, menus, and overall interface is written in English.

2. Offensive Content

Type: Dynamic, Manual

Initial State: In-game state

Tester(s): Development Team, Colleagues, and/or testing group

Description: The tester will make sure that the game has no offensive content towards culture (religion, politics, ethnics, race, etc?).

3.2.7 Legal Requirements

1. License Adherence

Type: Dynamic, Manual

Tester(s): Development Team, and Colleagues

Description: The tester will make sure that the game is not breaching the license that comes along with the game.

3.2.8 Health and Safety Requirements

1. Epileptic Prevention

Type: Dynamic, Manual

Initial State: In-game state

Tester(s) ? Development Team, Colleagues, and/or testing group

Description: The tester will make sure that the game does not trigger epileptic seizures as a result from playing.

4 Tests for Proof of Concept

A proof on concept test will be used to show that the development for Mari0 is feasible with the current skills and technology we have available to us. This section describes the proof of concept test and the details associated with it.

4.1 Demonstration Plan

For a proof of concept test we will create a small prototype that will be ran from Unity that can be used on Windows 10, MacOS, and Ubuntu. The prototype will be a small game demo demonstrating collision detection with different in game objects, the main gravity system, and the portal interactions. Many of these different game elements will be implemented using the Unity's collision and physics engines, as this will make our final goal easier to achieve. The main graphics that are used in the actual game will be used for this demo.

The prototype will be a floor that will be similar to the final game, which will be populated with the player character, six portals, two pipes, and platforms which the character can interact with. The player will be able to stand on the main floor and the platforms. There are also no walls to contain the character on either side.

The player (which will be represented by Mario) can be controlled in the following ways:

- The player moves left and right with the 'a' and 'd' keys respectively
- The player can jump by using the spacebar

The player will interact with the different objects in the following ways:

- The floor will be the main platform that the user will be able to stand on.
- The pipes will act like walls when approached from the side and not allow the user to pass through, and act like a floor when approached from the top.
- All 6 portals are paired in different ways, when entering a blue portal, the character will exit the orange portal, and vice versa.
- All physics will be maintained when entering through a portal, and portals can be on any surface that is at least two units.

Proof of Concept Test Many of the tests that are demonstrated in the proof of concept will be stated in the System Tests section of this document.

1. Proof of Concept

Type: Manual

Tester(s): Development Team and Colleagues

Description: Tests whether significant risks to the completion of the project can be overcome.

5 Comparison to Existing Implementation

6 Unit Testing Plan

6.1 Unit testing of internal functions

6.2 Unit testing of output files

7 Appendix

This is where you can place additional information.

7.1 Symbolic Parameters

The definition of the test cases will call for `SYMBOLIC_CONSTANTS`. Their values are defined in this section for easy maintenance.

7.2 Usability Survey Questions?

This is a section that would be appropriate for some teams.