

Test Plan Document - Group B

Version: TP-1.0.0

Date: 04/14/2020

Document Authors:

Keval Varia
Parth Patel
Jonathan Saucedo

Project Sponsor:

Anthony Giacalone

Project Team:

Keval Varia - Front End
Parth Patel - Back End
Jonathan Saucedo - Testing

1. Introduction

This document will store all data and results relating to the testing conducted.

2. Test Plan

Identifier	Description
Test ID	Stores the unique identifier for the test case
Description	Description of that test case
Expected Result	A brief explanation of the expected output
Actual Result	A brief explanation of the obtained output

Test ID	Description	Excepted Result	Actual Result
TC-001	Start the Application	User is displayed the Main Menu screen	-
TC-002	Online Multiplayer	Connects the user to the online server to play with others across the world	-
TC-003	Entering number of Players and names of the Players	Number of Players and names of the Players are assigned and used in the game as the user(s) have entered	-
TC-004	Start a game	Game starts and user(s) should be taken to the game board	-

TC-005	Assigning the illuminati card	Each player receive an unique illuminati card	-
TC-006	Display illuminati Special Goal	After players have received the illuminati card, players get the screen message which displays their special goals to win the game.	-
TC-007	Determining play order - automatically/random/user define/roll dice	Order of play is determined correctly	-
TC-008	Reveal Four original uncontrolled group	Four uncontrolled grouped are placed in the center of the table faced up.	-
TC-009	Collect income from the bank	Bank distributes the correct income to active player's Illuminati card and controlled group	-
TC-010	Draw a Card from the deck	Player draws a card and card is put at the center if it is group card or it is put in front of player if it is special card	-
TC-011	Attack to Control	Player selected the attacking group and target group after confirming the attack type to "control". Attack must either pass or fail. If passed, then the attacking group gains control of the target group. Else, no change.	-
TC-012	Attack to Neutralize	Player selected the attacking group and target group after confirming the attack type to "neutralize". Attack must either pass or fail. If passed, the target group and all its consequent groups are placed in an uncontrolled area. Else, no change.	-

TC-013	Attack to Destroy	Player selected the attacking group and target group after confirming the attack type to “destroy”. Attack must either pass or fail. If passed, the target group is placed in the discard pile. Else, no change.	-
TC-014	Rolling to Attack	It determines if the attack is successful or not.. If 11 or 12 is rolled then attack we result in failure	-
TC-015	Increasing Power	Increase the range of number that will allow for a successful attack by spending the money to increase the power	-
TC-016	Increasing Resistance	Increase the resistance to fends of the attacking group by spending the money to increase the resistance	-
TC-017	Move a Group	Player moves their group and its puppet(s) to the vacant outing control arrow	-
TC-018	Give away Group	Player give away a group to another Player	-
TC-019	Drop a Group	Player is successfully able to remove the group from the power structure	-
TC-020	Give away Money	Player is able to transfer the money to another player	-
TC-021	Give away Special card	Player is able to transfer the special card to another player	-
TC-022	Use a Special Card	Player is able to use the special card he/she owns.	-
TC-023	Transfer Money to Adjacent Group	Player is able to transfer the money to the adjacent group	-

TC-024	Trading	Player(s) is/are able to trade money/special card/group card among each other	-
TC-025	End Turn	Player is able to end their turn and next player's turn is now active	-
TC-026	Pass	Current player receives 5 MegaBucks and the next player's turn is now active	-
TC-027	Add targets to Uncontrolled area	Total of targets in the uncontrolled area is at 2	-
TC-028	Objectives Button	Player is able to see their objectives to win the game	-
TC-029	Help Button	Player is able to see the game rules, tutorial, all cards and their abilities.	-
TC-030	Check Ranking	Displays rank on online play	-
TC-031	Fixing Sound Setting	Adjusts sound settings	-
TC-032	Returning to Main Menu	Returns to main menu	-
TC-033	Leave Game	Player is able to leave a game	-
TC-034	Exit Game	Exit Application	-

3. Testing Deliverables

Deliverables	Contents
Test Design Specification	This document will contain the specifics of how each test will be conducted.
Test Case Specification	This document will contain the specifics of what is contained in each test case.
Test Procedure Specification	This document will contain details of each step of the test procedure

Test Log	This document will contain the time stamps of when each test case is being tested and/or completed
Test Incident Report	This document will contain any incidents when performing test procedures
Test Summary Report	This document will contain a full summary of how each test case performed
Test Input and Output Data	This document will contain all input values used for each test case and the output given when said inputs are used.

4. Environmental Requirement

Hardware Requirements:	Software Requirements
Operating System: Microsoft Windows 10 64-bit	Java - Version 11 or the latest one
Processor: Intel Core i3 or better	Java Compiler (Recommended: JetBrains IntelliJ)
Memory: 2 GB RAM	
Graphics: Nvidia GeForce GTX 460 or better	
DirectX: Version 11	
Network: Internet connection (for online multiplayer)	
Storage: size yet to be decided	

5. Staffing

For training, each employee/volunteer must attend an orientation to understand the policies and procedures regarding testing. Additionally, the orientation includes an introduction to all documentation that needs to be filled before testing, during testing,

and after testing. The tester must ensure that they complete all steps stated in the Test Procedure Specification document provided during training through all tests they conduct. All results, errors, and bugs obtained in the procedure must be reported in the Tester Incident Report document.

6. Schedule

Test ID	Test Effort	Test ID	Test Effort
TC-001	5 minutes	TC-018	20 minutes
TC-002	60 minutes	TC-019	20 minutes
TC-003	10 minutes	TC-020	20 minutes
TC-004	10 minutes	TC-021	25 minutes
TC-005	10 minutes	TC-022	25 minutes
TC-006	15 minutes	TC-023	20 minutes
TC-007	10 minutes	TC-024	35 minutes
TC-008	15 minutes	TC-025	25 minutes
TC-009	15 minutes	TC-026	25 minutes
TC-010	30 minutes	TC-027	25 minutes
TC-011	30 minutes	TC-028	5 minutes
TC-012	30 minutes	TC-029	20 minutes
TC-013	30 minutes	TC-030	25 minutes
TC-014	31 minutes	TC-031	25 minutes
TC-015	15 minutes	TC-032	10 minutes
TC-016	25 minutes	TC-033	10 minutes
TC-017	30 minutes	TC-034	15 minutes

Test Type	Testing Feature Deliverable:	Description:	Expected Testing Date:
-----------	---------------------------------	--------------	---------------------------

Unit Test	Feature-Rich GUI	Test the fully functioning GUI's features set to traverse through all available features	4/18/2020
Unit Test	Base Application	Source code to emulate a gameplay. Target is to test each feature as listed above to ensure expected behavior	4/25/2020
Security Test	Base Application	Test source code against known security flaws and potential for flawed code against known malwares, viruses, and worms.	4/26/2020
Integration Test	Integration Test (GUI + Source Code)	This test assumes that the source code and GUI are in perfect working condition in their stand-alone stage. It's sole task is to test for potential conflicts that arise from the union.	4/30/2020
Validation Test and System Test	Complete Application (Pre-Release)	Test the complete application on different environment variables to identify the lowest possible hardware specifications supported by the application	5/3/2020
Final Systems Test	Complete Application (Pre-Release)	Test for quality-of-life changes made due to the results from the Integration Test to ensure application performance on different environments.	5/6/2020

7. Risks and Contingencies

Risks	Description	Contingency
-------	-------------	-------------

Schedule Risks		
Testing Time Estimations	Incorrectly timed estimation for selected tests	Increase the time estimations once the team has submitted their estimations.
Unexpected Project Scope Expansions	Additional requirements changes made to the project would need a revised due date	Discuss with clients the effect of changing requirements beforehand.
Budget Risks		
Incorrect Budget Estimations	Inaccurate budget calculations would affect the costs required for testing	An emergency fund setup for scenarios of lack of funding.
Cost Overruns	Increasing costs may change budgetary estimates	Accounting team will assess every case to conclude whether the newer pricing
Unexpected Project Scope Expansions	Additional requirements changes made to the project would need a revised budget	Discuss with clients the effect of changing requirements beforehand.
Technical Risks		
Continuous Changing Requirements	Change in requirements leads to more time planning, developing, and testing the changes.	Client is accommodating to the resulting change in schedule and funding.
Unexpected Errors denying access to program	Corrupted files may lead to	
Legal Risks		
Changing Government Requirements	Modifications to the currently existing laws may require change in data collection.	Legal team shall assess the situation and discuss necessary changes

8. Approvals

No prior approvals needed for testing. All testing permissions regarding above cases are approved from the product owner. Testing unlisted features requires further approval.

9. Document Revision History

Version	TP-0.0.1
Name(s)	Keval Varia, Parth Patel
Date	04/09/2020
Change Description	Document Generation and Base Outline

Version	TP-0.0.2
Name(s)	Parth Patel
Date	04/10/2020
Change Description	Section 2 "Test Plan"

Version	TP-0.0.3
Name(s)	Keval Varia
Date	04/10/2020
Change Description	Sections 4, 8, and 9

Version	TP-0.0.4
Name(s)	Keval Varia, Jonathan Saucedo
Date	04/11/2020
Change Description	Updated risks and testing deliveries

Version	TP-0.0.5
---------	----------

Name(s)	Keval Varia
Date	04/11/2020
Change Description	Updated staffing statement

Version	TP-0.0.6
Name(s)	Keval Varia
Date	04/13/2020
Change Description	Updated section 2

Version	TP-0.0.7
Name(s)	Keval Varia
Date	04/14/2020
Change Description	Grammatical updates

Version	TP-1.0.0
Name(s)	Keval Varia
Date	04/14/2020
Change Description	Updated Schedule - Submission 4/14/2020