**Version: TP-0.0.5 Project Team:**

**Keval Varia - Front End**

**Date: 04/09/2020 Parth Patel - Back End**

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1. **Introduction**

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

1. **Test Plan**

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| 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 |

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| **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 | Selecting Number of Players and Entering the Names of the Players | Name of the Players are assigned as the user(s) have entered |  |
| TC-004 | Start the 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 display 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 |  |  |
| TC-012 | Attack to Neutralize |  |  |
| TC-013 | Attack to Destroy |  |  |
| 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 |  |  |
| TC-020 | Give away Money |  |  |
| TC-021 | Give away Special card |  |  |
| TC-022 | Use a Special Card |  |  |
| TC-023 | Transfer Money to Adjacent Group |  |  |
| TC-024 | Trading |  |  |
| TC-025 | End Turn | 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 |  |  |
| TC-029 | Help Button |  |  |
| 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 | Exit to Main Menu |  |
| TC-034 | Exit Game | Exit Application |  |

1. **Testing Deliverables**

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| **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. |

1. **Environmental Requirement**

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| **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 play) |  |
| Storage: size yet to be decided |  |

1. **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.

1. **Schedule**

**\*Complete after Test Cases\* - make sure to use test case labels**

1. **Risks and Contingencies**

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| **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. |
| **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 |

1. **Approvals**

No prior approvals needed for testing

1. **Document Revision History**

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

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

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

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

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| --- | --- |
| Version | TP-0.0.5 |
| Name(s) | Keval Varia |
| Date | 04/11/2020 |
| Change Description | Updated staffing statement |