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# Introduction

* 1. **Objectives**

*The scope of this test is to make sure that our project does not have any bugs and works properly.*

**1.2 Testing Strategy**

* *Purpose: To test and remove bugs*
* *Items: Map, player*
* *Features: Movement, AI, transformation*
* *Technical approach: Testing manually*
* *Pass: We fix all the bugs. Fail: We don’t fix the bugs*
* *James: Movement  
  JJ: AI and transformations  
  Phil: Maps*
* *Milestones:*  
  1. Two weeks from New Year’s: Test to get bugs out  
  2. Get people to test it the week after

**1.3 Scope**

*The scope of this is to get all the bugs out as efficiently as possible.*

# Test Items

1. *Requirements specification,*
2. *Design specification,*
3. *Users guide,*
4. *Operations guide,*
5. *Installation guide,*
6. *Features (availability, response time),*
7. *Defect removal procedures, and*
8. *Verification and validation plans.)*

**2.1 Program Modules**

The program module is DirectXFramework.cpp. It has GameWorld, GameLevel, Player, Enemy, and Sprite.

**2.2 User Procedures**

We are going to be playing through the level observing for bugs and making sure that bugs don’t happen.

# 3. Features To Be Tested

Features include:  
 AI, Movement, Map Bounds, Transformations

# 4. Features Not To Be Tested

Map generation

# 5. Approach

**5.1 Component Testing**

*Test the game as we put it together. Make sure the features have a basic functionality*

**5.2 Integration Testing**

*Test as we integrate the program together and make sure nothing breaks.*

**5.3 Beta Testing**

*Test in 3 weeks, take notes, and go back and fix them.*

# 6. Pass / Fail Criteria

**6.1 Approval Criteria**

*Except for beta testing, make sure everything works.*

# 7. Testing Process

**7.1 Test Deliverables**

*The program, a controller, and a computer*

* 1. **Schedule**
* 2 weeks from New Year’s: Test features
* 3 weeks from New Year’s: On-site feature testing.