**Unit Testing Test Skeleton**

[TestGame]

Public class newTest

{

[SetUp]

public void loadGame()

{

// Loads the game to play and test

}

Public void startGame()

{

//Starts the game to be played and tested by the user

}

Public void test1()

{

//Test the mechanics of the math game under a light load

}

Public void test2()

{

//Test the mechanics of the math game under a heavy load

}

Public void unload()

{

//Clean up the test and finish running

}

}

[TestSite]

Public class newSiteTest

{

Public void loadSite()

{

//Load the website for various testing

}

Public void pageTest()

{

//Test the various page hyperlinks and reroutes of the site

}

Public void objectTest()

{

//Test all of the internal of the site such as login, embedded game function, donations, and ticket purchases

}

Public void stressTest()

{

//Test the sites performance under a high load force

}

Public void unload()

{

//Clean up the test and finish up

}

}

**Integration Testing**

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case ID | Test Case Objective | Test Case Description | Expected Result |
| 1 | Check the connection between the login and each role page. | For each role such as teacher, student, parent test the interaction between logging in and attempting to reach the desired page. | Each login will take the user to there designated page based of credentials and what role they have in the data base. |
| 2 | Check the link between the main page and the game. | Try to access the game from the main page. | The main page will direct you to the game and allow you to play. |
| 3 | Check the link between the main page and the ticket purchase module. | Try to purchase tickets from main page. | Successfully purchase a ticket using the main page link. |

**Regression Testing**

Rerun the newSiteTest test case to check that the main site is still running properly after necessary changes have been made.

It is not necessary to run the game test again unless changes have been made to the game therefore we just have to test the overall interaction of the main site.

**Full System Test Procedure**

The full system test procedure will test all of the modules and functions of the application together. For this we can run all of the unit test individually, then run our integration tests, and finally run a full system simulation to test the full experience of our website and its intergrated functions.