<Project Name>

<Iteration/ Master> Test Plan

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <13/12/2017> | <1.0 > | All details of Test Plan. | Phy Lieng |
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<Iteration/ Master> Test Plan

# Introduction

## Purpose

+ The test plan document for the D&J game acquires the following objectives:

1. Identify software items include features and areas that should be tested.

2. List necessary environments required for Test which is comprised of hardware, software and support tools.

3. Identify required resources and provide an estimate of the test efforts.

+ The document gives an overview of testing requirements for the D&J game.

+ This document will be used by all stakeholders including testers and developers in Group4.

+ The key feature of this document is to help all stakeholders have a better understanding the details of testing.

# Target Test Items

* Use cases, functional requirement, and non-functional requirement are identified as targets for testing the items listing below:

**Database Testing**

* Verify that current level of pet and affection points can be displayed.
* Verify that missions and achievement status should be maintained and displayed precisely.
* The number of bought items in shop is conserved.

**Functional Testing**

* Verify that users can share the game on their Facebook walls anytime or after completing an achievement.
* Verify that skins of pets can be changed and displayed precisely.
* Verify that after three days if users do not play, the affection points will decrease.
* Volume of the BGM should be generated properly as the users modified.
* Verify that after completing a mission users can receive
* Verify that step counter can detect steps with approximately 2-3 steps difference.
* Verify all buttons act accurately to theirs functions.
* Verify the transactions of users in shop when buying items.

**Performance**

* Verify the animation of pet at 30fps or more.
* Verify the response time of interface when displaying pet and load all the data from below 2 seconds.
* Verify delaying time when measuring distance or counting steps must below 2 seconds.

# Environmental Needs

## Hardware Requirements

* This game is an android game so an android device is a must.
* Other hardware requirements like memory or storage still need to further investigate.

## Software in the Test Environment

The following base software elements are required in the test environment for this *Test Plan*.

| **Software Name** | **Purpose** | **Version** | **Type and Other Notes** |
| --- | --- | --- | --- |
| Marshmallow | Running game | 6.0 | Operating System |
| Nougat | Running game | 7.0,7.1 | Operating System |
| SQLite | Store data |  | Database |
| FacebookSDK | Sharing | 4.29 | Social Network |

## Productivity and Support Tools

The following tools will be employed to support the test process for this *Test Plan*.

| **Tool Category or Type** | **Tool Brand Name** | **Vendor or In-house** | **Version** |
| --- | --- | --- | --- |
| Automation Testing | Unity UI Automation Test |  |  |
| Defect Tracking | MS Excel 2016 | MS | 2016 |

# Responsibilities, Staffing, and Training Needs

## People and Roles

This table shows the staffing assumptions for the test effort.

| **Human Resources** | | |
| --- | --- | --- |
| **Role** | **Minimum Resources Recommended**  **(number of full-time roles allocated)** | **Specific Responsibilities or Comments** |
| Test Manager | 1 | Provides management oversight.  Responsibilities include:   * planning and logistics * agree mission * identify motivators * acquire appropriate resources * present management reporting |
| Tester | 3 | Implements and executes the tests.  Responsibilities include:   * implement tests and test suites * execute test suites * log results * analyze and recover from test failures * document incidents |