King of Tokyo Test Plan

Project Team:
Matthew Berrios
Ryan Shannon
Maddie Powers

Version 1.1
October 30th, 2019
Document Author(s):
(See Project Team)
Project Sponsor:
N/A

I.   Introduction

This document serves as the plan for testing all software artifacts as well as the reporting of test results. The Test Plan grid below will be updated with all Tests that must be completed and working before the official game is released to the public.

II.   Test Plan

Test ID	Description	Expected Results	Actual Results
TC.001	Program Runs	Upon launching the program, the game is expected to launch without any stability issues	Test Successful, runs as intended.
TC.002	Roll Dice	After rolling the dice the user will select any of the dice to keep and reroll up to 2 more times. After the turn is finished the game will correctly reflect the dice shown on the screen.	Runs Conditionally, there is no limit as to how many dice can be rolled at a time

TC.003	Resolve Dice in Tokyo	Correct Energy Points will be awarded based on roll, no health will be awarded based on heart dice, correct victory points will be awarded.	TBA
TC.004	Resolve Dice outside of Tokyo	Correct Energy Points will be awarded based on roll, health will be awarded based on heart dice, correct victory points will be awarded.	TBA
TC.005	Yield Tokyo	If a player is asked to yield Tokyo, when "yes" is clicked the player in Tokyo switches with the player attacking and the attacking player gets a victory point. If "No" is clicked gameplay is resumed as normal	TBA
TC.006	Use Power Card	When a player selects "Use Power Card" the player's cards are shown if they exist. When used it is either discarded or kept depending on its type and the description of the card is activated in game.	TBA
TC.007	Player Dies	When a player is killed a message pops up on the screen explaining this to them. After	TBA

		acknowledging their death. The game continues without that player.	
TC.008	Smash from outside of Tokyo	Depending on the amount of smash icons on the players resolved dice, the player inside Tokyo will take that amount in damage and reduce their health by that number	TBA
TC.009	Smash from inside of Tokyo	Depending on the amount of smash icons on the players resolved dice, all players outside of Tokyo will take that amount in damage and reduce their health by that number	TBA
TC.010	Buy Power Cards	When a power card is purchased, the player purchasing the card should lose the amount of energy points denoted by the cost of the card. If the player does not have enough points to purchase the card, the card cannot be purchased.	TBA
TC.011	Determine Player Order	All players will be prompted to roll the dice at the beginning of the game. Whichever player has the most amount of smash icons starts	TBA

		first. Second, third, fourth etc. will be determined the same way. If multiple players have the same dice roll they must roll again to see who goes first out of their subgroup.	
TC.012	Player Heals	Whenever a player rolls a heart icon, that amount of hearts is added to their character. If the player is in Tokyo no hearts can be added.	TBA
TC.013	Start Game	When a game is started. The number of players should be selected. This should ask which character each player would like to be. Their can be no duplicate characters.	Test successful,game starts as intended.
TC.014	Player Wins the Game	When a player reaches 20 victory points or there are no other players left in the game, the game is over and that player wins. The game should display this and return to the menu.	TBA
TC.015	Re-Roll Shop	When in the card shop menu, if Re-Roll shop is selected then two energy points should be deducted from the	TBA

		current player. The cards should reroll into three random cards. If the plyer does not have enough energy points, the shop cannot be rerolled.	

III.   Testing Deliverables

Each test case will require a test report form. The form will contain the following:
- Test ID
- Date Tested
- Complete description of what was tested
- Issues related to the test
- Pass/Fail/Undetermined
- Additional Comments

IV.   Environmental Requirements

Our team requires three working computers capable of launching and running games built in Unity, having a diverse group of machines would be preferable in ensuring the game works on any system. A high level of security is required to minimize risks of industrial espionage and cyber terrorism, as well as to prevent the release of insider spoilers that could potentially be leaked onto the King of Tokyo™ fan wiki prior to the game's official release.

V.   Staffing

The project is being developed by three programmers who will be responsible for the programming and designing of the game. All art will be imported directly from the board game or made separately as needed by the project team.

VI.   Schedule

Testing will go through a 3 phase process:
1. Initial gameplay and QA testing
    a. This will include following and completing each test case as outlined above.
2. Testing for fringe cases
    a. Testers will be attempting to break the game on purpose to find hidden bugs

        b.   Any hidden bugs will be reported and added as another Test Case

   3. Final tests and playthroughs

VII.   Risks and Contingencies

Risks	Mitigation Plans
The game does not run on all platforms	The game will be tested on common Mac and Windows operating systems to ensure a stable operation.
Fringe case bugs appear on game launch	A post-launch investigation will occur 1 week after launch to fix any outlying bugs that may not have been caught on launch day.
Players do not like certain aspects of the game.	User response will be taken with high importance and the game will be updated based on user input and suggestions.
Players do not understand the basics of King of Tokyo	A link will be provided with the rules on how to play the original game of King of Tokyo.

VIII.   Approvals
The investors of the King of Tokyo video game will approve the game before launch.

IX.   Document Revision History

Version	.0001
Name(s)	Matthew Berrios, Maddie Powers, Ryan Shannon
Date	10/30/19
Change Description	Initial Creation of the Document

Version	1.1
Name(s)	Matthew Berrios, Maddie Powers, Ryan Shannon
Date	11/29/19
Change Description	Updated Test Plan with Test ID's that returned successful.