King of Tokyo Test Plan

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Project Sponsor:

I. Introduction

This serves as the plan for testing all software artifacts as well as the reporting of test results

II. Test Plan

Test ID	Description	Expected Results	Actual Results
TC.001:01	Program Runs	Yea	TBA

III. Testing Deliverables

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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
2. Testing for fringe cases and attempting to break the game on purpose to find hidden bugs
3. Final tests and playthroughs

VII.   Risks and Contingencies

Risks	Mitigation Plans
The game does not run on all platforms	
Fringe case bugs appear on game launch	

VIII.   Approvals

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

IX.   Document Revision History

Version	0.0001
Name(s)	Ryan Shannon, Matthew Berrios, Maddie Powers
Date	10/30/19
Change Description	Initial Creation of the Document