**Test Plan Document**

Version 1.20

for

***Second Soul***

Prepared by Team Second Soul

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# Introduction

Second Soul is a video game developed using the Unity engine. Testing in Unity require the use of an additional library called Unity Test Tools, which enables 3 different types of testing, Unit testing, Integration testing and the Assertion Component.

## Purpose

This document is the Test Plan Document. Its main purpose is to enable any third party to understand how the system has been tested, and, also, to help the team working on this project to keep up with what has been tested and what needs to be tested. Also this document will serve to determine if the product meets our target in quality.

## Scope

The Tests outlined in this document is for the demo release of Second Soul. It doesn’t represent the tests for the complete game, but just a demo that exhibits the gameplay of Second Soul. It will focus on making sure that the testing of the gameplay in Second Soul is extensive and covers most of the gameplay functionalities. This document will be in the scope of SOEN – 490 (Capstone).

## Definitions, acronyms, and abbreviation

|  |  |
| --- | --- |
| **Second Soul** | The game described in this document. |
| **Fighter Soul** | The main character, and the one dealing physical damage to the monsters |
| **Sorcerer Soul** | The secondary character, and the one dealing magical damage to the monsters |
| **Level** | A number indicating the strength of the character |
| **Equip** | The process in which the player improves his character’s stats by adding items to their person |
| **Monsters** | Those that the player must defeat in the game. |
| **Treasure chests** | Items that are hidden in chests that the player can retrieve to improve his character. |
| **Chat System** | The messaging system in-game that allows users to message each other |
| **FR** | Functional Requirement. |
| **NFR** | Non-functional requirement. |
| **TPD** | Test Plan Document. |
| **UTT** | Unity Test Tools. |
| **UT** | Unit tests. |
| **AT** | Acceptance Tests. |
| **BT** | Black Box Testing. |

# Unit Testing:

Unit Testing (UT) is done to test the individual units of source code to see if they are fit to use. Unit tests are conducted with the Unity Test Tools (UTT) and are written in NUnit. Within Unity, we can call the UTT with the UTT tab, and open the Unit Test Runner, which will open a window with all the unit tests. The tests can be all run together, or individually, and their output is given in the console of the Unit Test Runner.

# Acceptance Testing:

Acceptance Testing (AT) is done to determine if the Stakeholder’s wishes for the product have been meet or not. These tests, conducted with him on a bi-weekly basis, are determined to be satisfying requirements of the Stakeholder. After each meeting, the Stakeholder has to sign off a document indicating his satisfaction/dissatisfaction with the work done.

## Functional Requirements:

Functional Requirements are met when a User Story is completed, and at that point, minimal changes occur to the User Story.

## Non-Functional Requirements

Non-Functional Requirements are met at the end of the development cycle. These are User Stories that have to be met during and after the project development cycle.

# Usability Testing:

## Meeting Stakeholder Requirements:

The Team meets with the Stakeholder on a bi-weekly basis as to ensure we meet his demands.

## Meeting Target Consumer expectations:

To meet the potential consumer’s expectations, we will gather a few potential Consumers and conduct questionnaire, and observations of their gaming habits. These test will be conducted around 3 times, and they will start when the core gameplay of the game has been developed. At this point, we have determined that it’s best to wait until Release #2 to perform these tests.