

Power Struggle in Paradise Test Plan

Version 1.0

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N/A

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I. Introduction

This document gives an outline of the approach and strategy that we will use for testing our game *Power Struggle in Paradise*. This will include the following:

- **Testing Plan** - this will describe how the test cases will be based for each particular case. This will include components in each test case such as the test suites, the duration of the test, the effort of the user, the setup and teardown steps for a given test case, and lastly the schedule for testing.
- **Testing Execution** - this will be described in the set of steps that will be followed when running a test for that given case and the expected results from that case. Provided also for each test case will be a list of logs, incident reports, and summaries of the tests that were performed for a given case.
- **Testing Management**- this will be described in the Staffing and Risk and Contingencies portions of this document. Any approvals needed for this testing plan will also be part of the management for our testing plan.

II. Test Plan

Test ID	Description	Expected Value	Actual Value
TC-101	Register for a new player account to play PSiP	The system should validate the given username and password, then take the player returns back to the home screen to start playing the game	
TC-201	Display a tutorial for a newly registered player account when logged into their account	The system should completely run through the tutorial, with the buttons to move forward working to move through the tutorial	
TC- 301	Starting a new game by pressing the play button	The game should begin and the players(connecte d or computer generated) should be able to play the game	
TC-401	Taking a turn in the game	The player should receive their dice rolls	
TC-501	Damage is distributed by the system according to whether player characters are	The damages should be distributed to the players according to the location of the damages	

	inside or outside the Island zone.		
TC-601	Purchasing and playing favor cards during a turn	The purchase for the cards should be completed by the system and the player should receive what was purchased from that card.	
TC-701	Determining the game's state after the end of a player's turn.	The turn for a given player should reach the end state and move on to the next player's turn.	
TC-801	Determining if a player has achieved victory	The player that has achieved the maximum number victory or is the last player standing should be determined as the winner by the system, and it should let all players in the game know when that occurs	

III. Testing Deliverables

The deliverables included for each of the test cases will include the following:

- **Test case specification** which include:
 - Test Suite for that test case

- Hardware and Software Requirements for that test case
- The duration and effort for the testing involved for that test case
- The setup and teardown steps for that test case
- **Testing Procedure**, which give a set of steps that should be followed as part of the testing
- **Testing Logs**, which are records of the tests that have been done for that test case
- **Testing Incident Reports**, which keep track of any errors or defects found while testing the code

IV. Environmental Requirements

The tools that our team plans on using for this test include:

- One of our team member's own personal computer or laptop
- An internet connection
- An internet browser
- An IDE that gives the option to run unit testing on our code

We will be building our game on our own personal computers, and therefore will be conducting the testing on those computers.

V. Staffing

All members on the team will be involved in the testing of the game through each phase of the testing.

The responsibilities for testing will include:

- **Documenting the testing logs**- each member will be involved in keeping logs of each test done for each test case.
- **Writing incident reports**- each member will write incident reports when an error or defect is found throughout all the testing phases

- **Updating all necessary documentation** - each team member will update all documents that are needed for testing. This includes updates/changes to the test case sheets and the test plan whenever necessary.

VI. Schedule

The schedule will consist of the following phases of testing:

- **Phase One:** Performing unit testing on each of the test cases
- **Phase Two:** Performing integration testing on each of the test cases that are part of a given test suite
- **Phase Three:** Performing system and acceptance testing with all test suites. This will be the final phase before the release of *Power Struggle in Paradise*

VII. Risks and Contingencies

Some risks that could possibly occur throughout the testing process are:

- 1) **Finding errors that are related to our design.** If this occurs, we will have to go back and make changes to our design in an effort to resolve the error.
- 2) **A phase of testing taking a longer amount of time than estimated.** If this occurs, we will possibly have to push back the time for the following phase to begin, or simply rethink our design and/or code if it is related to a design issue.

VIII. Approvals

Our project manager, Anthony Giacalone, will give the approval on our results for the testing of *Power Struggle in Paradise*.

IX. Document Revision History:

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Name(s)	Alexandra McBride Melissa Hazlewood Richie Ear

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Change Description	Original Version