

Executable Test Plan

Testing for each assessment should take place as follows:

1) Review all requirements for testing goals

The testing team must collectively review the most up to date requirements tables, extracting all requirements that are testable in the current version of the game, and determining what the goal of each test should be.

2) Plan testing methods from goals

All of the extracted requirements must then be fleshed out into a series of steps to test for the requirement's testing goal.

3) Extract dependency tests

Iteratively review the set of testing steps for any required functionality, and create a series of steps to test for that functionality if one does not currently exist.

4) Implement single-goal tests

All refined, single-goal tests must then be implemented as unit tests. Take note of any tests that could not be implemented as unit tests.

5) Unit test debugging

Iteratively run the implemented unit tests, fixing incorrectly written tests and noting any code that is found to be defective.

6) Perform manual tests

Perform all remaining multi-goal tests and single-goal tests that could not be implemented as unit tests, as manual tests. Use multiple human testees for more reliable results. Note any code that is found to be defective.

7) Report require changes to implementation

Report any defective code found to the team's project management tool(s), to be queued for fixing.

8) Reperform all tests

Once defective code has been fixed, reperform all tests written for the current assessment, and all tests performed for previous assessments, reporting any defective code.