

# King of Tokyo Test Plan

**[Version 1.1]**  
**[11/03/19]**

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## 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
1.001	Attack from outside Tokyo	Player deals 1 damage to others in Tokyo	Test failed due to Game Board implementation not being done
1.002	Attack from inside Tokyo	Player deals 1 damage to others outside Tokyo	Test failed due to Game Board implementation not being done
2.001	Buy cards with energy	Player has card added to them	Test failed due to Game Board implementation not being done
3.001	Roll dice on turn	Player keeps results from 3rd roll	Test failed due to dice values not being saved correctly
4.001	Gain energy from dice	Player has 1 energy	Test failed due to dice values not being saved correctly
5.001	Set up game from main menu	Game begins	Test passed, Game board loads
6.001	Gain health from dice	Player has 10 health	Test failed due to dice values not being saved correctly
7.001	Display main menu on load	Main menu displays buttons	Test passed, main menu displays buttons
8.001	Move out of Tokyo	Player state is set to outside	Test failed due to Game Board implementation not being done

9.001	Change volume options	Volume is set to .1	Test passed, volume is able to be modified but with wrong text values
10.001	Update player health data	Player has 8 health	Test failed due to dice values not being saved correctly
11.001	Add victory points from dice	Player has 2 victory points	Test failed due to dice values not being saved correctly

Where:

- Test ID is a unique identifier for the test case. The unique identifier should relate back to the particular requirement the test case is verifying. For example, if your naming scheme for requirements is numbers, test cases for requirement 3 could have test IDs 3.1, 3.2, etc. Acceptance test cases must end the Test ID with a \*.
- Description should clearly document the steps that need to be done in order to run the test case. Write the description specifically, such that any team member can run the test case, even if the author of the test case is not present.
- Expected results is a statement of what should happen when the test case is run.
- Actual results are an indication of whether the test case is currently passing or failing when it is run. The actual results could be recorded simply as “Pass” or “Fail.” However, it is also helpful to describe what happened in cases where a test case fails.

### III. Testing Deliverables

Specify the planned testing deliverables which may include:

- Test Design Specification
- Test Case Specification
- Test Procedure Specification
- Test Log
- Test Incident Report
- Test Summary Report
- Test Input and Output Data

### IV. Environmental Requirements

Tests will require one (1) computer running Windows 10 with a current installation of the Unity Game Engine.

### V. Staffing

Tests will be run by the game developers. Anyone who has created a functionality to the game will have tests run on their methods.

### VI. Schedule

Tests will be run as soon as functionality is developed. Priority will be given to the main menu and options, but other functions will be tested as soon as they are created with an emphasis on the initial part of the game cycle.

## VII. Risks and Contingencies

Specify any potential risks and plans for mitigating, addressing and/or resolving those risks.

## VIII. Approvals

Tests will be approved by all members of the game development team.

## IX. Document Revision History:

Version	1.1
Name(s)	Nathan Gardner
Date	11/03/19
Change Description	Added more tests
Version	2.0
Name(s)	Nathan Gardner
Date	12/09/19
Change Description	Inserted test results