TEST PLAN

Flappy Bird Game

Abstract

This document provides an overview of Flappy Bird Desktop Game and the product test strategy, a list of testing deliverables and plan for development

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INTRODUCTION

The Test Plan is designed to prescribe the scope, approach, resources, and schedule of all testing activities of Flappy Bird.

The plan identify the items to be tested, the features to be tested, the types of testing to be performed, the personnel responsible for testing, the resources and schedule required to complete testing, and the risks associated with the plan.

1 TEST STRATEGY

1.1 Scope of Testing

1.1.1 Feature to be tested

All the feature of Flappy Bird Game which were defined in software requirement specs are need to tested

Module	Applicable Rules	Description
BirdFlap	User	This module provides the bird with the ability to flap.
Component	Game	All of the components is drawn with the help of this module.
GamePanel	User	This module is responsible for graphics and movement of them.
GameSound	User	This module provides audio feedback of the game.

1.1.2 Feature not to be tested

These feature are not be tested because they are not included in the software requirement specs

- ❏ User Interfaces
- ❏ Hardware Interfaces
- ❏ Security and Performance

1.2 Test Type

In the project Flappy Bird, there are 3 types of testing should be conducted.

- ❏ **Unit Testing** (Each methods of all modules are tested individually)
- ❏ **Integration Testing** (Individual software modules are combined and tested as a group)
- ❏ **Performance Testing** (Game performance is tested combining all the modules)