**Test Strategy**

Ceros Ski Game

Version 1.00

29th May 2021

**Document Control:**

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# 1. Scope and overview:

# This document describes the approach of the test strategy for the Jump feature of the Ceros Skier game.

# 2. Test Approach:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID | Test Description | Steps | Expected Result | Execution Status (Yes/No) | Pass or Fail |
| TC01 | Start the game | 1. 1. Open the game at the url http://ceros-ski.herokuapp.com/ | Game opens and runs smoothly |  |  |
| TC02 | Skier should jump when space bar is pressed | 1. Start the game  2. Press the space bar | Skier should jump for a short vertical distance and land back |  |  |
| TC03 | Skier should jump if it hits a ramp | 1. Start the game  2. Make skier hit a ramp | Skier should jump |  |  |
| TC04 | Skier should be able to jump over stones while in the air | 1. Start the game  2. Make skier jump through ramp over stones | Skier jump over stones |  |  |
| TC05 | Skier should not be able to jump over trees while in the air | 1. Start the game  2. Make skier jump over trees | Skier should stop not be able to jump over the trees |  |  |

# 3. Test Levels:

# User Acceptance Testing.

# 4. Stories

|  |  |  |
| --- | --- | --- |
| Story ID | Description | Status |
| S001 | A player should be able to make the Skier jump by pressing space-bar key |  |
| S002 | When the Skier hits a ramp, the Skier jump |  |
| S003 | The skier should be able to jump over stones while in the air |  |
| S004 | The skier should not be able to jump over trees while in the air |  |

# 5. Roles and Responsibilities

|  |  |
| --- | --- |
| **Role** | **Responsibilities** |
| Project Manger | Review the User stories |
| Project Lead | Review the Test Cases |
| QA | Run all the Tests and provide result data |

# 6. Environment requirements:

# Hardware and software requirements as given by the business experts or recommended by the developers should be used as guides for the minimum specifications of the devices and browsers to be used for setting up various Test environments.

# Environment data is to be provided as in the example table below:

|  |  |  |  |
| --- | --- | --- | --- |
| Machine / Device | Type | Browser | Browser version |
| Windows 7 32bit | VM | Chrome | 75 |
| Windows 10 64 | Physical | Firefox | 40 |
| Mac OSX 10.13.6 | Physical | Opera | 70 |
| iOS 8 | Physical | Safari | 12 |
| Android 4.4 | Emulator | Chrome | 30 |

# 7. Requirement Traceability Matrix:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | USER STORIES | | | |
|  |  | S01 | S02 | S03 | S04 |
| TEST CASE IDs | TC01 | X | X | X | X |
| TC02 | X |  |  |  |
| TC03 |  | X |  |  |
| TC04 |  |  | X |  |
| TC05 |  |  |  | X |
|  |  |  |  |  |

# 8. Approvals:

The following people are required to approve the Test Strategy

|  |  |
| --- | --- |
| **Approved By Role** | **Approved By Name** |
|  |  |
|  |  |
|  |  |