**Testing Overview**

RACE N CHASE is a two person fast paced racing game. The players can select their favorite car from the list of cars provided and race with the opponent. A player can save the game details of his past visit to the game and see whether he won or lost the past games. The game after beginning consists of a virtual racetrack created using graphical user environment/interface (GUI) and two cars taking part in the race. This document describes the following articles of testing of RACE N CHASE:

* Testing Synopsis
* Types of Testing
* Test Schedule and Resources
* Unsolved issues and Risks of Testing

**Testing Synopsis**

Items to be tested:

The following components of RACE N CHASE were tested, to check the smooth functioning of the game:

* “Move “ classes for both the cars
* Movement key operations
* Graphics Compatibility
* Result database done using “array” utility.
* Windows Service Testing

**System Requirements**

RACE N CHASE being a java application it is platform independent. For running the application we will need

* Java SE Development Kit (JDK 1.5.0 has been used by us).
* Intel Dual Core,1.6GHz or higher
* RAM-2 GB or more
* video card (if there is no onboard set on motherboard or the graphics is poor;1GB video card or more with ATI Crossfire will be needed)

**Types of Testing**

The following types of testing were carried out on the RACE N CHASE application:

* Acceptance Testing
* Unit Testing
* Integration Testing

**Acceptance Testing**

Before testing can begin the following criteria must be met:

* The system must have good graphics support
* A standard operating system e.g. Windows or Linux

**Unit Testing**

* **Testing the Move Classes**

These classes are tested for the proper movement of the cars on the tracks specified. These classes contain the car movement codes. The results of testing were analyzed and continued until 100 % accuracy was achieved.

* **Movement Key Operations**

The console keys are tested repeatedly to make sure they are operating properly. The hardware defaults need to be taken care of as well.

* **Graphics Compatibility**

The graphics compatibility of the system with application codes were tested at various systems. And it was found that good support of memory and video card are needed to run the application smoothly.

* **Result Database**

The result database which has been implemented using array operation was checked after repeated trials whether its particulars were tallying with the reality.

* **Windows Service Testing**

Proper and smooth running of the application was checked with 100% accurate results in real time condition.

**Integration Testing**

On integrating the modules, testing of the entire application was carried out. This was done with 100% accuracy and utmost care and outputs obtained were in accordance to those predicted and expected initially.

**Test Schedule and Resources**

The test plan was scheduled to be completed within a span of 30 days. It was done in time. All the resources needed to complete the test were provided properly.