SE 3XA3: Test Plan
Rogue Reborn

Team #6, Team Rogue++

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Table 1: **Revision History**

Date	Version	Notes
10/21/16	0.1	Initial Setup

This document ...

1 General Information

1.1 Purpose

1.2 Scope

1.3 Acronyms, Abbreviations, and Symbols

Table 2: **Table of Abbreviations**

Abbreviation	Definition
Abbreviation1	Definition1
Abbreviation2	Definition2

Table 3: **Table of Definitions**

Term	Definition
Term1	Definition1
Term2	Definition2

1.4 Overview of Document

2 Plan

2.1 Software Description

2.2 Test Team

2.3 Automated Testing Approach

2.4 Testing Tools

2.5 Testing Schedule

See Gantt Chart at the following url ...

3 System Test Description

3.1 Tests for Functional Requirements

3.1.1 Area of Testing1

Title for Test

1. test-id1

   Type: Functional, Dynamic, Manual, Static etc.
   Initial State:
   Input:
   Output:
   How test will be performed:

2. test-id2

   Type: Functional, Dynamic, Manual, Static etc.
   Initial State:
   Input:

Output:

How test will be performed:

3.1.2   Area of Testing2

...

3.2   Tests for Nonfunctional Requirements

3.2.1   Area of Testing1

Title for Test

1. test-id1

   Type:

   Initial State:

   Input/Condition:

   Output/Result:

   How test will be performed:

2. test-id2

   Type: Functional, Dynamic, Manual, Static etc.

   Initial State:

   Input:

   Output:

   How test will be performed:

3.2.2   Area of Testing2

...

4 Tests for Proof of Concept

4.1 Area of Testing1

Title for Test

1. test-id1

   Type: Functional, Dynamic, Manual, Static etc.

   Initial State:

   Input:

   Output:

   How test will be performed:

2. test-id2

   Type: Functional, Dynamic, Manual, Static etc.

   Initial State:

   Input:

   Output:

   How test will be performed:

4.2 Area of Testing2

...

5 Comparison to Existing Implementation

6 Unit Testing Plan

6.1 Unit testing of internal functions

6.2 Unit testing of output files

7 Appendix

This is where you can place additional information.

7.1 Symbolic Parameters

Table 4: **Symbolic Parameter Table**

Parameter	Value
FINAL_LEVEL	26
WIDTH_RESOLUTION	1280
HEIGHT_RESOLUTION	400
VIEW_DISTANCE	2
START_LEVEL	1
MINIMUM_ENTERTAINMENT_TIME	20
MINIMUM_RESPONSE_SPEED	30
HIGH_SCORE_CAPACITY	15
LUMINOSITY_DELTA	0.5

7.2 Usability Survey Questions?

- Is there any game feature you were unable to figure out how to utilize?

- How helpful was the help screen for you?

- Was there anything going on in the game that the interface failed to make clear to you or deceived you about?

- What common UI interactions did you find particularly lengthy?

- What aspects of the interface did you find unintuitive?

- How responsive was the interface?

- How easy was it to see everything that was going on?

- How effective are the graphics/symbols?

- Would an alternative input device such as a mouse make interacting with the interface easier for you?

This is a section that would be appropriate for some teams.