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| Test Plan Outline |
| Fireball: A Budget Friendly Burner Game |
| Test Plan Outline |

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| **Patricia Sipes**  **7 October 2015**  **Game 2338: Game Testing** |

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# Section I: General Information

## Summary

A budget game for the PS2 where the player controls a ball of fire to manipulate the environment and traverse paths. Game features basic platformer functionality combined with timing puzzles. Graphics and controls are as simple as possible to make the game easy to pick up, but hard to put down. Testing should be done for full game, but if budget does not permit, smoke testing may be substituted and core functionality substituted for bug free.

## Environment and Pretest

User community is a broad, single-player European PlayStation 2 base, targeting hardcore gamers looking for something new, puzzle nuts, and players looking for a budget friendly game. Later to be expanded to PC. Development will take place at Fantasy Labs Entertainment PVT Ltd (India), testing for the PS2 version will take place Midas Interactive (Essex, England) and the PC version will be tested between Midas Interactive and Manifesto Games (New York). All testing and development will be overseen by International Hobo LLC (Manchester, England).

\*This section was based on the publisher information on the game.

## Test Objectives

Functioning and smooth game under budget, PS pushed first, later, PC and PS versions must be comparable at all levels.

## Acceptance Criteria

No case 1 errors.

## References

* Fireball GDD

# Section II: Plan

## Software Description

PS2 with Fireball Laser Disc, PC with loaded program.

## Test Team

Project Manager: Maria Hill

Test Manager: Daisy Johnson

|  |  |  |
| --- | --- | --- |
| Team Members | Number (12 total) | Pay/hr |
| Lead Testers | 2 | 20$ |
| General Tester | 10 | 10$ |

## 

## Milestones

New York and England independent testing

* Recruit testers in targeted demographics
* Burn physics is correct
* Item reactions are correct
* Player functions correctly
* Levels are traversable
* See “Testing” for test phases/dates.

## Budgets

* + 6000$

## Testing

### Schedule

2 Months Testing,

* Week 1: Functionality testing of buttons, hud and UI
* Week 2: Items react correctly to base stimuli, burn physics reacts correctly to heat/intensity
* Week 3: Player functions correctly and can traverse paths
  + Retest of week 1 implementations
* Week 4: More Player functionality testing, rebuilds
  + Retest week 2 implementations
* Week 5:
  + Open user play test
    - 6 hour day, 3 batches of players for 2 hours each with a 30 minute debrief (lunch provided). Depending on schedule, this should either be at the end/middle of week 4 or beginning of week 5.
  + Puzzle test
    - Ramping
    - More than one solution
    - Resets
  + Continue testing player functionality and making sure nothing previous has broken/feels broken.
* Week 6: Try to break all implementations, retest
* Week 7-8: Only critical bug replications

### Requirements

* PS2 with controllers. Testers should have some experience with similar games and be well versed in PS2 controls.
* Testing space can be anywhere, there is no need for group play, but there is also no need to isolate in cubicles for testing.
* For user playtest day, cubicle arrangements should be made with a waiting and debriefing room.
* Equipment
  + Quality Center Test tool
  + Database w 256 cache
  + Computers (at least 5) using Windows 98/XP/NT or Linux
* Software
  + *Fireball* software
  + JIRA
* Hardware
  + PS2 with Sony controllers
* Testers
  + Testers should be a mix of new and veteran testers, but should, ultimately, have experience using PS2 and PS2 controllers and navigating platformer type games.

### Testing Materials

JIRA will be used for documentation and reporting.

### Test Training

1 day training session to learn JIRA.

# Section III: Specifications and Evaluations

## Specifications

### Business Rules/Functions

* Game is highly budgeted. Must stay within monetary constraints.
* Partners must decide on branding scheme, Fireball or *Hidama*. See GDD for more information.
* Meet all requirements of experience:
  + Effortless play originating from simple control scheme
  + Unique experience
  + Varied solutions to the mini puzzles
  + Exploration of small environments

### Software Functions

PS2 with branded input controller and game.

### Functional Requirements/Test Suites

|  |  |  |  |
| --- | --- | --- | --- |
| Suite | Function | Name | Description |
| Avatar |  |  |  |
|  | 1.0 | Base Controls | Joystick controller works to push avatar left, right, and forward,  X for jump works correctly.  Circle or square works for slam.  Triangle for jump AND topdown view  See section 2.3 of GDD |
|  | 1.1 | Advanced Controls | L1 roll left  R1 roll right  L2 turn left 90 degrees  R2 turn right 90 degrees |
|  | 1.2 | Temperature | Temperature gained and reflected correctly when burning object is touched. See table 2.2.2 and section 2.5 in GDD |
| HUD |  |  |  |
| (Chains) | 2.1 | Chains | Chain mechanics |
|  | 2.1.1 | Chain counter | Count displays correctly |
|  | 2.1.2 | Font size | See section 2.63 of GDD |
| (Field Reset) | 2.2 | Field Reset | Holding select for .5 second resets level  Resets without any noticeable loading  Reset message plays at appropriate time. |
| (Pause) | 2.3 | Pause | Pause functionality works correctly. |
| Environment |  |  |  |
|  | 3.1 | Blocks | Blocks are uniform, skinned correctly (texture matches material) |
|  | 3.1.2 | Block types | See table 3.3 in GDD, make sure all blocks perform correctly. |
|  | 3.2 | Objects | Objects are items made up of blocks  Make sure all objects are readable (not too abstract) |
|  | 3.3 | Gravity | See GDD 3.2 for testing variables. |
| Burn Mechanic |  |  |  |
|  | 4.1 | Ignition | See GDD section 3.4.1 for details.  TWEAKING IS REQUIRED |
|  | 4.2 | Burn Out | Timer works correctly |
|  | 4.3 | Polling | Game engine should check for ignition, see GDD 3.4.3 |
|  | 4.4 | Melting | See 3.5 in GDD |
| Level Struct |  |  |  |
|  | 5.1 | Paths | All three paths work  Each path has 10 field lists (60 fields)  Between 108 and 180 UNIQUE fields. |
| Rewards |  |  |  |
|  | 6.1 | Ash | For each block burned, 1 ash is gained.  Ash can be used to unlock aspects of “Fun” path.  Correctly displayed and allotted. |
|  | 6.2 | Medals | All Medals are attainable  See 4.3- 4.3.2 of GDD |
| Front End |  |  |  |
|  | 7.1 | Quest Blocks | Display and interact correctly within Hub. (See 4.4.2 in GDD) |
|  | 7.2.1 | Unlocked Quests | Quests that are unlocked are displayed as a single leaf block. |
|  | 7.2.2 | Completed Quests | Displayed as wood block, player cannot “accidentally” set them off. See 4.4.4 in GDD |
|  | 7.2.3 | Next Quests | “Locked” Quests. Uses stone block. Above the block describes how to unlock (see section 4.8 in GDD) |
|  | 7.3 | Ash | Ash is displayed properly. |
|  | 7.4 | The Hub | The hub displays correctly  All paths are accessible  Quest blocks skinned correctly |
| Auto Save |  |  |  |
|  | 8.1 | Auto Save | Game automatically saves at x intervals, “banks” medals, ash, and highest combos. Stores fields. |
| High Level States |  |  |  |
|  | 9.1 | Start | Game begins |
|  | 9.2 | Settings file exists | Check for settings file, act accordingly |
|  | 9.3 | Select Language | Player can chose language  Language is applied correctly |
|  | 9.4.1 | Autosave Settings | If no settings file, language is saved into new file |
|  | 9.4.2 | Settings Load | If settings file, file is loaded |
|  | 9.5 | Logos (Pub and Dev)` | Publisher Logo is correct  Developer Logo is correct  Burn interaction can happen  Pressing start advances |
|  | 9.6 | Title Screen | Title Screen loads from appropriate file and can be interacted with |
|  | 9.7 | Autoload | After title screen, save file is loaded (if applicable) and all game progress, medals, and ash are correctly displayed |
|  | 9.8 | Mai High Level States | See 4.6.3 in GDD. |
| Audio Player |  |  |  |
|  | 10.1 | Pause screen | Displays track name correctly  L and R on pause menu will scroll through track  OFF is an option for music |

### Test Progression

Tests should be recursive: While High States are good to start with, some cannot be tested without appropriate data. Once beginning of High States is tested, continue to avatar and world functionality, circle outward and then back inward to encompass and retest everything.

## Methods and Constraints

### Methodology

Mix of Agile and Spiral development

Internal testing methods: Due to money constraints, at the very least, smoke testing MUST be done. Further testing beyond main functionality is dependent on time and funds.

### Test Tools

JIRA

### Extent

This is a full test encompassing the entirety of the game and trying to make sure it all works.

### Data Recording

Data is recorded and stored in JIRA.

### Constraints

Multiplayer test MUST test a minimum of 5 players.

## Evaluation

### Criteria/Data Reduction

If duplicate result, please attach information to previous report so that an evolution of the problem/solution can be seen.