

Galactic Takeover Test Plan

Document Version: 01

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Document Authors/Team:

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- I. Introduction
 - A. This document plans to test every individual software code and report the result based on the execution.
- II. Test Plan
 - A. Refer to the Test Cases Spreadsheet.
- III. Testing Deliverables
 - A. Test Design Specifications
 - 1. This could also be known as GUI testing. It will cover the look and feel of the application as well as check for spelling mistakes, error messages, and GUI guideline violations.
 - B. Test Case Specifications
 - 1. Functionality of the program will be evaluated utilizing different scenarios that may come up during gameplay. This sets out to provide correctness, accurateness, and reliability of the input/output of data.
 - C. Test Procedure Specification
 - 1. Understanding the requirements
 - a) Typically requirements will be sent out by the client
 - b) QA will ensure that the requirements are being met
 - 2. Preparing test cases

- a) Reviewing different circumstances are handled accordingly through the different test cases
- 3. Reviewing Test Cases
 - a) Peer review will be conducted by QA lead (Test Engineer)
 - b) Comments and suggested will be recorded in the appropriate sections (Test Incident report and test summary report)
 - c) Suggestions/ improvements will be implemented by the development team.
- 4. Executing Test Cases
 - a) Test cases will be executed by respective QA on test site based on different scenarios and test cases
- 5. Retesting
 - a) Retesting for fixed bugs. Once fixed the program will go through regression testing to ensure that the issues have been resolved appropriately
- 6. Deployment and Delivery
 - a) Once the bugs have been completely resolved and all testing is complete, the product is ready for deployment.

D. Test Log

- 1. Hold record of the different test cases implemented by recording input and output data results

E. Test Incident Report

- 1. For every bug reported during the testing process, the incident will be reported. The report will include
 - a) Test case being tested
 - b) The issue/error that arose
 - c) Possible solutions for the issue
 - d) Final status of the test case and whether it was resolved or not

F. Test Summary Report

- 1. Will include the issues that arose throughout the test process as well as the test cases that executed successfully. Overall summary of the current status of the project and where it stands in its current state.

G. Test Input and Output Data

- 1. Test input will be created depending on the client's requirements and will be tested throughout the QA process.

IV. Environment Requirements

A. Hardware

- 1. Modern iOS device will be necessary

2. Galactic Takeover will be supported on the following devices

- a) iPhone 7
- b) iPhone 8
- c) iPhone X
- d) iPhone XR
- e) iPhone XS
- f) iPhone XS Max
- g) iPhone 11
- h) iPhone 11 Pro
- i) iPhone 11 Pro Max

B. Testing tool

- 1. Test Engineer will run test versions of the application while the program is in execution. Tests will be relevant to the current sprints the development team is creating.

V. Staffing

- A. All members of the team will participate in testing the cases.

Staff Member	Role	Responsibilities
Rachel Bright	Test Engineer	Testing overall functionality of the application
Justin Reid	UI/UX Design	Testing design elements
Mayra Sanchez	Front End Developer / Graphic Design	Testing design elements
John So	Backend Developer	Testing backend functionality

VI. Schedule

- A. Testing will be complete before the project due date.
- B. Sprints will be created on a weekly basis in order to ensure the team is on track to reach their deadline

VII. Risks and Contingencies

- A. Copyright to the game King of Tokyo.
- B. Updates to the language Swift may return an invalid syntax.

VIII. Approval

A. N/A

IX. Document Revision History

A.

Version	Version 1.
Name(s)	Rachel Bright, Justin Reid, Mayra Sanchez, John So
Date	October 26th, 2019
Change Description	Initial Creation of Test Case Document