

Illuminati Test Plan

[Test Plan Version 1.0]
[4/14/20]

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I. Introduction

The purpose of this test plan is for the project team to see what they need to test out before declaring that the game is finished. By having a project plan the project team can effectively test all the test cases to ensure that the game is working as intended.

II. Test Plan

This is a rough detailing of the test plan which will contain our test cases.

Test ID	Description	Expected Results	Actual Results

Where:

- Test ID is a unique identifier for the test case. Our Test ID will begin from TI - 1.1 . If a use case has more than one test case then the next Test ID for our use case would be TI - 1.2 .
- Test Suite is an identifier for a group of tests that is run together. Our Test Suite is labeled starting from TS - 1.
- Description will describe the steps in order for any of the team members to get the results of a Test ID.
- Expected results is a statement of what should happen when the test case is run.
- Actual results are an indication of whether the test case is currently passing or failing when it is run. The actual results could be recorded simply as “Pass” or “Fail.” . If the test case is a “Fail” there will be a description of why it failed.

III. Testing Deliverables

Ident.	Deliverable	Planned Date	Receiver
T1	Test Plan	4/14/2020	Professor Giacalone
T2	Test Cases	4/14/2020	Professor Giacalone

T3	Test Log	5/4/2020	Professor Giacalone
T4	Summary Report	5/4/2020	Professor Giacalone
T5	Incident Report	5/4/2020	Professor Giacalone
T6	Input and Output Data	4/17/2020	Professor Giacalone

IV. Environmental Requirements

The environmental needs for conducting tests:

- A computer or laptop to run the test
- GoDotEngine to be able to run certain parts of the game needed for testing
- Windows 10

V. Staffing

All staff members will have some part to play when it comes to the testing of our game.

GDQuest: Serves to give programmers training experience in the GDScript language

VI. Schedule

Date	Test Cases Tested
4/24/20	TS: 1-4
4/25/20	TS: 5, 6, 35
4/26/20	TS: 7 - 9
5/1/20	TS: 10 - 19, 34
5/2/20	TS: 20 - 23
5/3/20	TS: 24 - 27
5/4/20	TS: 28 - 33

VII. Risks and Contingencies

Specify any potential risks and plans for mitigating, addressing and/or resolving those risks.

Risks:	Solutions:
Members not working on the same version of game	Whenever a member pushes out changes to the game, notify all the other members.
Members not working on the same version of GoDotEngine	Make sure all the members have the same version of GoDotEngine and that they don't

	update it until after the project is complete.
Github services go down	Move project resources to alternatives such as BitBucket.
Test cases does not cover everything	Make sure our test cases match our use cases so that we test every aspect of the game before launch.
Internet outage: our group relies majority on communication through the internet when testing the code due to social distancing	Have multiple alternatives when communicating while doing the testing. For example phone calls instead of discord

VIII. Approvals

When it comes to the members of our project team, no one is in charge of approving the test results. We all trust each other enough that when someone says they completed a test case, they really did it.

IX. Document Revision History:

Version	1
Name(s)	Albert T. , Richard P. , Stephen L.
Date	4/14/2020
Change Description	Created the Test Plan