

Illuminati: Remastered Test Plan

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Project Sponsors:

I. Introduction

This test plan serves as an outline to guide the testing process of our software project as the project is being implemented as well as post-implementation testing. Documenting our testing process is crucial to the delivery of the software and serves to maintain accountability among the staff.

II. Test Plan

Use the template below to specify the black box test cases you will run on your code. Every requirement must have a minimum of one test case. Considering equivalence class partitioning, boundary value analysis, and diabolical test cases, it is likely that each requirement should have several test cases.

Where:

- **Test Case Name** is the name we made up for this test.
- **Test ID** is a unique identifier for the test case. The unique identifier should relate back to the particular requirement the test case is verifying. For example, if your naming scheme for requirements is numbers, test cases for requirement TC3 could have test IDs TC3.1, TC3.2, etc.
- **Test Suite(s)** is used when that test case needs to rely on another Test Case.
- **Priority** is to measure the importance of that test case and when time is limited we will have a reference to see what should be done first.
- **Hardware required** are physical material that are needed to test this case
- **Software required** are applications that will be used for this test
- **Duration** is the time needed to do a single test
- **Effort** is the amount of human hours needed to contribute to a task to bring a process or function up to speed and in full operation.
- **Setup** are the steps needed before the test case can be tested.
- **Teardown** are the steps needed to bring the test back to the original state where another test can be done.
- **Test Step/Substep** should clearly document the steps that need to be done in order to run the test case. Write the description specifically, such that any team member can run the test case, even if the author of the test case is not present.

- **Execution Summary** are results when the test case are actually tested and then filled out.
- **Results** is a statement of what should happen when the test case is run.

Ultimately, your customer should agree to the test case. When test cases are written so specifically, often requirements understanding is enhanced.

III. Testing Deliverables

Testing Deliverables will include:

- Test Case Reports - We will include results from test cases.
- Test Procedure Specification - This will be outlined in our Test Case spreadsheet specifying procedures for every test.
- Test Incident Report - This will include notable incidents found in the testing phase.
- Test Summary Report - Report will be comprised of overview of test results and will include total tests performed per test case, as well as a summary of the testing process and its efficiency taken by staff members.

IV. Environmental Requirements

Specify the environmental needs for conducting tests:

- Unity game engine
- C# IDE/Compiler
- Hardware(Computers, Keyboards, Mice, Monitors)
- Communications between members
- Organized documents/reports

V. Staffing

Specify testing responsibilities, staffing and training needs.

- Learn Unity game engine
- Learn C#

VI. Schedule

Specify testing schedule

//Do after finishing Test Case and schedule when each Test Case should be done.

VII. Risks and Contingencies

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

- (Level: Severe)Testing fails and we end up needing to implement that functionality again and it ends up taking a lot more time than we would expect.
- (Level: Severe)Testing too little and not finding those edge cases that can break the game.
- (Level: Mild)Testing wasn't perfect so we had to go back and fix our code.

VIII. Approvals

List any approvals / signatures required to sign off on test results.
N/A

IX. Document Revision History:

Version	0.1
Name(s)	Begin Document
Date	April 12, 2020
Change Description	Filling in the document for the first time.