**SET, SET-IG, HIT Software Development Project II COMP-313**

**Test Plan**

Team 404

1. **Introduction**

## Goals

The project the queen’s story will be a 2D game and will tested in an iterative process.

## Assumptions

Any assumptions which may affect the understanding or execution of this plan should be recorded here.

## Risks and Assets

When discussing new features or implementations we talk as a group to determine the best course of action.

1. **Scope**

**2.1 Features to be tested**

* A.I
* Combat
* Enemy creations
* Animations
* Collisions
* Hit detection

**2.2 Features not to be tested**

* Sprite renderer
* Image Assets
* Music Assets

1. **Testing Procedures**

Each developer will be expected to do their own individual testing and reports. From testing code to play testing.

## 3.1 Test Objectives

We will use testing to ensure that all components of the game will be in working order and bug free.

## 3.2 Types of Testing

Describe the types of testing that the project will use.

### 3.2.1 Unit testing

Certain components of work we will be conducting unit testing.

### 3.2.2 Integration testing

The integration testing will be conducted by Randy Peacock and will be done will creating each new build of the game.

### 3.2.3 Play Testing

We will be conducting play testing where we will test the game and its systems for bugs after each build.

### 3.2.4 Focus Testing

Having friends and family playing the game and getting feedback for future improvements.

1. **Schedule and Deliverables**

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| **Schedule** | **deliverables** |
| Week 11 | Unit testing |
| Week 12 | Integration testing |
| Week 13 | Play/Focus Testing |