

Design Test Plan

Program name : Project4_Design_Test_Plan_Schaefer_Kristin.pdf
Author : Kristin Schaefer
Date : 05-26-2019

Tested with both 1 game and multiple games

Character Configurations	Reason to Test	Observed Outcome
Team 1: Barbarian Team 2: Barbarian	Test doubly-linked list functions with 1 node and test same Character type	no observed problems
Team 1: HarryPotter, HarryPotter Team 2: Vampire, Vampire	Test doubly-linked list functions with 2 nodes and test same Character type	no observed problems
Team 1: BlueMen, BlueMen, BlueMen Team 2: Medusa, Medusa, Medusa	Test doubly-linked list functions with 3 nodes and test same Character type	no observed problems
Team 1: BlueMen, BlueMen, BlueMen, BlueMen Team 2: BlueMen, BlueMen, BlueMen, BlueMen	Test doubly-linked list functions with 4 nodes and test both teams same Character type	no observed problems
Team 1: HarryPotter, Vampire, BlueMen Team 2: Medusa, Barbarian, BlueMen	Test teams of mixed Character type	no observed problems

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File : menu.cpp
Functions to test : startMenu()
menuTeamSize()
menuCharacter()
playAgain()
menuPrintLoserPile()
Variables : int c

	Test 1 : int too high	Test 2 : int too low	Test 3 : int negative	Test 4 : float	Test 5 : char	Test 6 : enter	Test 7 : mix	Test 8 : mix + space
	100	0	-100	123.60	x	“ “	fdsa;15	1 abc
Observed Outcome	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input	print error message & ask user to re-enter input