Christopher Bell

CSCI 498

Bingo App Test Plan Document

Introduction:

As a brief summary of the project being built, this is an application that allows one person to play the game of bingo in a competition, race type setting with an automated computer player. This app allows said player to daub his own board on an automatically generated bingo board and create new version of this game whenever they wish. Buttons included on this app allow the player to access new versions of the game, start and stop the game, progress the game in step increments, and call bingo if they think they have it.

References:

Related documents include:

* The Application (app/*whatever name I decide on*)
* Project Proposal (docs/Project Proposal (v.2))
* Design Document (docs/Product Design)

Features to be Tested:

* Game boards and their interactivity: The two players game boards should both be able to automatically generate bingo boards that would be considered legal to play on, however only the left board should be interactive as the right board is played on by the computer
* Start Button: The button should start a new game and produce randomly ordered bingo letter/number combinations. Should do nothing when the game finishes.
* Stop Button: The button should stop the letter/number combinations, essentially pausing the game.
* Step Button: The button should progress the letter/number combinations by one each time the button is pressed. Should not progress once the game is finished.
* Call Button: The button should check whether or not the human player has a legal bingo or not and lets the player know what to do from that point on.
* Reset Button: The button should start the game over, regenerating fresh boards for both the user and computer sides.

Suspension Criteria and Resumption Requirements:

* None. Most testing can be done intermittently and can be tested whatever stage the app is in.

Test Deliverables:

* This Document
* Screenshots
* Test Logs
* Test Reports

Test Environment:

* Hardware: MacBook Pro (Retina, 13-inch, Early 2015)
* OS: 10.15.1 Beta (19B77a)
* Software: NetBeans IDE 8.2 (Build 201609300101)
* Java 1.8.0\_141

Schedule:

* User Interface Testing: make sure that two bingo boards and five buttons are visible and are linked to the right information label and coding wise – 12/6/19
* Bingo Board Testing: check autogenerating to make sure that the boards and numbers that are filled in are unique and random; check to make sure that only the left board can be daubed by a user – 12/9/19
* Reset Button Testing: check that clicking reset regenerates the boards to contain new, unique combinations each time – 12/12/19
* Start Button Testing: check that clicking start begins the letter/number calls and that those calls are random, legal, and unique – 12/17/19
* Stop Button Testing: check that stopping the game only pauses the game and doesn’t erase all progress up to that point – 12/19/19
* Step Button Testing: check that stepping goes to the next call in sequence rather than creating a new sequence – 12/22/19
* Call Button Testing: check that calling bingo confirms five in a row and that those five are legal numbers that have been called – 12/29/19
* Reset Button Testing Part 2: check that resetting the game fully resets the game and erases past letter/number calls – 1/3/20

Responsibilities:

* All generic testing will be tested by Christopher Bell, creator of this application
* Usability testing to make sure that players can play while making sense will be tested by friends and family members.

Assumptions and Dependencies:

* The test schedule above assumes that coding will be done on time by the end of November. The test schedule also assumes that there will be time needed in between each item to correct any flaws that may arise.

Approvals:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sean Hayes

Advisor