ACT 324 Testing Project Test Plan

1. Introduction

1.1. Document Identifier:

1.1.1. Text RPG
1.1.2. Kaden, Steven

1.2. Scope:

Test the functionality of game initialization, game components. **SEE 1.5**

1.3. References:

Original: https://github.com/TomaQ/TextRPG
Fork: https://github.com/sprine168/TextRPG/

1.4. Level in the Overall Sequence:

TextRPG is currently in the pre-alpha stage. These tests will validate that the game can be loaded, that game components can be loaded and are functional. **SEE 1.5**

1.5.   Test Classes and Overall Test Conditions:

Test the basic functionality of the classes involved in the initialization of the game, namely: TextRPG, Game, Entity, Player. This will not test the functionality of the class DataHandler because it has not yet been implemented and requires a database which is currently empty.

Test basic functionality of the following game component's classes Equipment, Items, Jobs, Monsters, NCPS, Rooms, Shops, Skills, Weapons. These components functionality will be tested by checking whether their constructor is functional and whether they accomplish the task in the game that they are supposed to. For example, the HealthPotion class, which extends Item, has a method called use() which is supposed to increase the health of the player who used that item. So we will assert that the player health is increased to test use.

SEE 2.1 / 2.2 / 2.3

2.   Details

2.1 / 2.2 / 2.3 Test Items and their Identifiers, Test Traceability Matrix, Features to be Tested

Game Initialization Functionality:
- TextRPG
    - B
- Game
    - B
- Entity
    - B
- Player
    - B

Game Component Functionality:

Items:
- Item
    - getItemType()
    - setItemType()
    - getGoldWorth()
    - setGoldWorth()
- Health Potion
    - HealthPotion()
    - use()
        - Test if health gets modified
- Slime Extract
    - SlimeExtract()

(Jobs) Mage,

2.5 Approach

2.6 Item Pass/Fail Criteria

3. Management
3.1. Planned ACtivities and Tasks
3.2. Environment and Infrastructure
3.3. Responsibilities and Authority
3.4. Interfaces among the parties involved
3.5. Resources and their allocation
3.6. Training
3.7. Schedules, estimates, and costs
3.8. Risks and contingencies: N/A
4. General
4.1. Quality Assurance Plan: Ad Hoc
4.2. Metrics
4.3. Test Coverage
4.4. Glossary