Halo: Guardians Test Plan

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Game 2338

GENERAL INFORMATION

- Summary

  Testing will be done to verify that Halo is compatible on Playstation 4 as well as Xbox. Testers will be making sure the game functions properly when loading up, using the spartan abilities and movement, and equipping weapons.

- Environment/User Community

  The testing team will be made of 20 people, including 2 lead testers. There will also be a 1-day acceptance playtest conducted with a user group. Testing will occur on site with use of the Quality Center test tool.

- Test Objectives

  The objectives are to confirm that Halo 4 is compatible on Playstation 4. Project completion in 12 months within a budget of $250,000 is the goal. This should be done within 90 days.

- Acceptance Criteria

  Gold status will only be reached if there are no severity 1 or 2 defects.

- References

  Microsoft has provided design and requirement documentation, as well as the test documentation from the dev team.

PLAN

- Test Description

  The game will load up to 25 players in the zone. Then weapons will be tested. The game must allow the player to select the needle rifle, grenade launcher, or focus rifle. Lastly, the Spartan Abilities including thruster pack, ground pound, clamber, charge, and sprint will be tested.

- Test Team

  There are 18 testers and 2 lead testers

- Milestones

  The summary milestone is completion in 12 months. There are 90 days allocated to test execution.

- Budgets

  The budget is $250,000.

- Testing
  - Requirements

    All users must register on the Halo player game site. Two testers must be leads.
  - Testing Materials/Test Tools

    The Quality Center test tool will be used for test case storage, execution results, and bug tracking
  - Test Training

There will be a 1 day session for acceptance play testing to be conducted with a sample user group.

SPECIFICATIONS AND EVALUATIONS

- Requirement Specifications
    - Business Rules/Functions
        All users must register on the Halo player game site before they able to purchase the game.
    - Software Functions
        Multiplayer Mode
            -Game allows 25 players in zone
        Weapons
            -Allows player to select needle rifle
            -Allows player to select grenade launcher
            -Allows player to select focus rifle
        Spartan Abilities
            -Thruster Pack
            -Ground Pound
            -Clamber
            -Charge
            -Sprint

- Test/Function Relationships

Test Suite	Function
Multiplayer	
	The game allows up to 25 players in the war zone
Weapons	
	Game allows players to select needle rifle
	Game allows players to select grenade launcher
	Game allows players to select focus rifle
Spartan Abilities	
	Player has thruster pack
	Player has ground pound
	Player has clamber
	Player has charge
	Player has sprint

- Test Progression

    Testing will be done on each section in order, to test the systems independently and then together in use.

- Methods and Constraints
    - Test Methodology

        Team will follow the game development lifecycle

    - Extent

        Full or partial testing and explanation

    - Constraints

        Team will use the Quality Center testing tools.