**TEST PLAN**

**CRAZY PONG**

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**Introduction:**

Test Plan for unity project “Crazy Pong”. The aim of this test plan is to ensure all the implemented features work as intended.

Goals for this Test Plan are:

* Game loads and can be accessed.
* UI is functioning and is as customer requested.
* Bug free gameplay.

**Test Items:**

Unity 2018.3.71f.

**Features to be tested:**

* UI
* Levels
* Difficulties
* Sound

**Item pass criteria:**

To pass, has to work bug free or as the customer has asked.

**Test Deliverables:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Test Case | Test Script | Defect | Report |
| #1 | Game runs | Run the unity build | None. | Working as intended. |
| #2 | UI is present | Look for UI features when game is launched. | None. | UI is present. |
| #3 | Can navigate through UI with arrow keys and enter key. | Up and Arrow keys on keyboard. | None. | Navigation is present and in working order. |
| #4 | Difficulties are present. | Main menu, navigate to difficulties. | None. | Present. |
| #5 | Difficulties change difficulty. | Run the game, play through the difficulty settings. | None. | The ball/AI paddle speeds are increased therefore making it more difficult. |
| #6 | Levels are present. | Navigate to levels menu. Check if levels are present. | None. | Levels are present. |
| #7 | Levels are different to normal mode. | Different. | Do not work as intended, have bugs. | Buggy. |
| #8 | Sound | Navigate menu or score points. | None. | Present. |

**Test Environment:**

Windows 10 PC.