Test Plan

Which Aspects will be tested & when to Stop.

When deciding the aspects of the system we wanted to test we had to ensure we tested the game extensively enough that the game was in working order, with this in mind we decided to each test the components that we made ourselves, with Connor doing the bulk of the code he had most of the low level structure of the program, but with the aspects that I coded I tested these parts myself. With Alex working on most of the design aspect of the game I also had the role of Integration tester throughout the process as me and Connor developed the game and towards the end as Alex input the design features.

We had to make sure we were realistic with the limited time frame that we were given for the project as a whole and specifically testing, this time was also made more valuable as it became clear early on that we would be 2 members short for the duration of the project, this meant that I was testing right up until the deadline (trying to sort the build) but as general rule of thumb I would test two techniques to fix each problem then ask the group for help if it still wasn’t fixed.

Methods and Techniques used:

As we generally tested each component as we created them it isn’t set in stone if it was ‘Top-down’ or ‘Bottom-up’ but the bulk of the lower level structure was created first so I would say we were more Bottom-up for this project. I was testing in a functional white box environment as I wanted to make sure the game still worked when making changes, also this was important when integrating testing.

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| **Test Number** | **Test Area** | **Description** | **Predicted outcome** | **Actual Outcome** | **Action** **Taken** |
| 1 | Menu | To test if the ‘Play’ button will send you to the scene where you can select your character | New scene loaded | Scene loaded | N/A |
| 2 |  | To test if the ‘Quest Help’ button loads the information about the quest | New scene loaded | Scene loaded | N/A |
| 3 |  | To test the exit button and make the game close | Game closes | Game closed | N/A |
| 4 |  | To test that the different characters bring up different sprites for player when clicked on | Each character has different sprite | Both loading sprite for Tomble Burrowell | Add new scene to ‘Build’ |
| 5 |  | “” | “” | Different sprites loaded in the scene | N/A |
| 6 | Database | To test if the various stats are shown in the console when the different characters are clicked on | The stats for the different characters are shown | No characters’ starts are loaded | Download SQLite plugins into game engine |
| 7 |  | “” | “” | Stats shown in console | N/A |
| 8 |  | Connecting the code to the database | Various stats are implemented on the player | Stats implemented | N/A |
| 9 | Enemy Code | Test the enemy follows the path set in the code | Enemy moves across the map | Enemy moves | N/A |
| 10 |  | Test the area collider detects the player when they are within one space of each other | The enemy will attack the player if it is within one space | No attacking | Test if ‘Player Turn’ is activated. |

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| 11 |  | Test to see if player turn is activated when it is the enemy’s turn | Player turn activated. | Not activated | I could not solve this problem so I have given the rest of this code to Connor |
| 12 | Leoric Code | Test the area collider detects the enemy when they are within one space of each other | The player will acknowledge there is an enemy within one space( as this is the range of leoric) | Collider activated | N/A |
| 13 |  | Test to see if the Special ability of leoric affects enemies | If the enemy is within 1 space and has an attack amount greater than 1, reduce attack amount by 1 | Problems with enemy ‘Attack roll’ when testing this feature. | We have decided to remove this character so further testing is not needed |
| 14 | Build | Test to see if the game will build in web player. | Playable version of game is built of web browsers | The following error message is shown: ‘Error building Player: Extracting referenced dlls failed.’  This error is linked to the ‘System.Data.dll’ | Remove the plugin for ‘System.Data.dll’ |
| 15 |  | “” | “” | There is now errors on many codes as ‘System.data’ is used in nearly all of the scripts | Re-add the plugin, I have now made sure the correct platforms for the plugin are selected, as shown in the photo below. |
| 16 |  | “” | “” | The same error is still being shown. | I cannot find a solution to this problem, so when this game is being handed it must be played through the ediitor |

