

ITGCA Test Plan

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Document Author(s):

Brandon Le
Brandon Tran
Manuel Beltran

Project Team:

[Manuel Beltran] [Quality Control]
[Brandon Le] [Project Manager]
[Brandon Tran] [Technical Project Manager]

Project Sponsor:

none

I. Introduction

This will be used to test the application for logic errors, playability, and correct function outcomes. This document provides a Test Plan, Testing Deliverables, Environmental Requirements, Staffing, Schedule, Risks and Contingencies, Approvals, and Document History. The Test Plan is needed for testing all the cases. It comes with a short description and an expected result. Environmental requirements provides all the necessary components and features needed to work on the Test Plan. Staffing will contain all responsibilities and staff who are responsible for those responsibilities. Risks and Contingencies list all risks involved and possible mitigation. Scheduling displays the necessary meeting times for discussing and covering the Test Plan. Document history will show each iteration of revised Test Plan Documents.

II. Test Plan

Test ID	Description	Expected Results	Actual Results
TC - 1a	Testing welcome screen	"Start New Game" button redraws screen with appropriate components	
TC - 1b	Testing welcome screen	"Quit Game" button closes application	
TC - 2a	Player Selection	Number of players are displayed	
TC - 2b	Player Selection	Name fields correspond with number of players	
TC - 2c	Player Selection	Player is assigned their chosen icon.	
TC - 3	Music Selection	The song the user chooses is played.	
TC - 4	Game Logic for Illuminati selection	Player plays as the Illuminati card they chose.	
TC - 5	Game Logic sequence for deck shuffle	Deck is shuffled.	
TC - 6	Game Logic sequence for player order	Player order is decided.	
TC - 7	Game Logic sequence for income distribution	Each receives income according to organization.	

TC - 8	Game Logic sequence for drawing	Card is drawn from the deck and is face -down or face up depending on card.	
TC - 9	Game Logic sequence for choosing two actions	Player chooses 2 actions during their turn and those actions execute,	
TC - 9a	Game Logic sequence for choosing an Attack	Attack chosen is executed,	
TC - 9b	Game Logic sequence for transfer money	Money is transferred.	
TC - 9c	Game Logic sequence for moving a group	Group is moved.	
TC - 10	sequence for choosing a free-action	Selection is executed	
TC - 10a	Dropping groups	Group added to uncontrolled area.	
TC - 10b	Aiding an attack	Targeted group is attacked.	
TC - 10c	Giving away a special card or money	Special card or money is given to another player.	
TC - 10d	Using a special card	Special card's instructions are followed	
TC - 11	sequence of using special power action	The player's illuminati special power is correctly executed	
TC - 12	Add targets	Two groups are in the uncontrolled area.	
TC - 13a	Illuminati card - The UFOs	This Illuminati card achieves the special goal when requirements are fulfilled	
TC - 13b	Illuminati card - The Servants of Cthulhu	This Illuminati card achieves the special goal when requirements are fulfilled	
TC - 13c	Illuminati card - The Network	This Illuminati card achieves the special goal when requirements are fulfilled	
TC - 13d	Illuminati card - The Gnomes of Zurich	This Illuminati card achieves the special goal when requirements are fulfilled	
TC - 13e	Illuminati card - The Discordian Society	This Illuminati card achieves the special goal when requirements are fulfilled	
TC - 13f	Illuminati card - The Bermuda Triangle	This Illuminati card achieves the special goal when requirements are fulfilled	
TC - 13h	Illuminati card - The Bavarian Illuminati	This Illuminati card achieves the special goal when requirements are fulfilled	
TC - 13i	Illuminati card - The Society of Assassins	This Illuminati card achieves the special goal	

		when requirements are fulfilled	
TC - 14a	Attack to Control	Attack is performed. Success/Fail end-condition works accordingly. See use case #28.	
TC - 14b	Attack to Neutralize	Attack is performed. Success/Fail end-condition works accordingly. See use case #29.	
TC - 14c	Attack to Destroy	Success/Fail end-condition works accordingly. See use case #30.	
TC - 15	Winning Game, Objective achieved	Game is won.	
TC - 16a	Play another game	A new game is started.	
TC - 16b	End game	Application closed.	

III. Testing Deliverables

The planned testing deliverables this application will have is:

- Test Plan
- Test Case
- Test Scenarios
- Test Logic
- Test Compatibility
- Test Status Report

IV. Environmental Requirements

Environmental needs for conducting tests:

- Hardware: Microsoft or Mac PC
- System Software: Latest version of Java, runs on Mac, runs Windows
- Testing Tools: Java coding tools. Ex. Eclipse, etc.

V. Staffing

Testing Responsibility	Staffing	Training Needs
Test Plan	All Members	Understand plans to test use cases and scheduling
Test Case	All Members	Know flow of test cases and understand goal outcomes
Test Scenarios	All Members	Know outcome of each scenario.
Test Logic	All Members	Know how the game is played.
Test Compatibility	All Members	Know how to check if system environment meets the requirements of the application.
Test Status Report	All Members	Know how many test cases are run and how much work was done by each tester

VI. Schedule

Meetings are conducted every Tuesday, Wednesday, Thursday.

VII. Risks and Contingencies

Risks	Risk Management
Lack of availability of hardware, software, and tools	Install proper software/tools. Lack of hardware will be resolved by seeking additional hardware.
Inefficient test time during meetings	Meet out of meeting hours
Late delivery	The test team will work overtime.
Not meeting requirements	Team will communicate to get a clearer understanding of requirements.

VIII. Approvals

Tests will be assigned to members of the group. The results will then be signed off by assigned member.

IX. Document Revision History:

Version	1.0
Name(s)	Brandon Le, Brandon Tran, Manuel Beltran
Date	6/18/19
Change Description	Initial version of Test Plan Document