Java Game Suite Test Plan & ICD

Revision 1

CMSC 495 6382

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Group Charlie

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## **Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Revision Number** | **Date** | **Description** | **Name** |
| 1 | 8/30 | Creation of Doc and Outline | Oyewole |
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|  |  |  |  |

## **I. Test Plan**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Case Number** | **Requirement Number(s)** | **Test Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 |  | Startup of application | GUI in ready state with no unexpected hardware issues or system failure. |  |  |
|  |  |  |  |  |  |
| 2 |  | User initiated termination of application | Program terminated and all items are deconstructed. |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
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## 

## **II. Interface Control Document (ICD)**

**Between User and GameSuiteGUI**:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| User | GameSuiteGUI |  | String/ float? |  |  |
| User | GameSuiteGUI |  | String/ float? |  |  |
| User | GameSuiteGUI |  | Float/ String? |  |  |
| GameSuiteGUI | User |  | Float/ String? |  |  |

**Between GameSuiteGUI and Maze:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| GameSuiteGUI | Maze |  | String/ float? |  |  |
| GameSuiteGUI | Maze |  | String/ float? |  |  |
| GameSuiteGUI | Maze |  | Float/ String? |  |  |
| Maze | GameSuiteGUI |  | Float/ String? |  |  |

**Between GameSuiteGUI and Sudoku:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **From** | **To** | **Name** | **Type** | **Value Range** | **Default Value** |
| GameSuiteGUI | Sudoku |  | String/ float? |  |  |
| GameSuiteGUI | Sudoku |  | String/ float? |  |  |
| GameSuiteGUI | Sudoku |  | String/ float? |  |  |
| Sudoku | GameSuiteGUI |  | Float/ String? |  |  |