Hello World – Test Plans  
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1: Overall Test Plan   
I will use thorough play tests to ensure that Hello World functions properly in all situations and that there are no game breaking issues that arise throughout gameplay. A series of guided play tests will be used to make sure the player has no major issues while playing the game. Playtest will include walking around in the environment (Test case 1), interacting with objects in game (Case 2), analyzing the dialog/tutorial messages (Case 3), testing the boundaries (Case 4), and options/main menu functionality (Case 5). A final test case will be administered to ensure the game runs smoothly on a non-development system (Case 6).   
  
2. Test Case Descriptions   
TC1: Walking in environment  
TC1.2: The purpose of this test is to make sure the player can successfully walk around in the environment without having any mechanical/graphical issues.  
TC1.3: The tester will load into the game and make sure they can walk and look around using the mouse and WASD keys. They will inspect the environment and make sure no graphical issues are present along with ensuring they are always in control of their character.  
TC1.4: The inputs for this test are the WASD keys and mouse movement.  
TC1.5: The character movements should reflect the inputs of the tester. There should be collision on all objects in the environment with the player (they can’t walk through cars/trees). All graphics should remain stable throughout playtest.  
TC1.6: Normal  
TC1.7: Blackbox  
TC1.8: Functional  
TC1.9: Integration  
**Results**: The player is able to successfully walk around in the environment without having any graphical issues. There were some mechanical issues where players can ‘stick’ to certain objects in the world. The majority of these issues have been fixed but there are still some cases of players having mechanical issues.  
  
TC2: Interacting with objects  
TC2.2: The purpose of this test is to ensure that the player can successfully interact with interactable objects in the game.  
TC2.3: The tester will load into the game and need to walk up and press the E key on certain objects in the world. Certain objects will be interactable and the user will need to make sure that these objects have a response when the user looks at them and presses the E key.   
TC2.4: The inputs for this test are the WASD keys, mouse movement, and the E key.  
TC2.5: The interactable objects should have a specific response when the tester presses the E key while looking at the object. In most cases – a text dialog will pop up when the user interacts with the object.  
TC2.6: Normal  
TC2.7: Blackbox  
TC2.8: Functional  
TC2.9: Integration  
**Results**: The player can successfully interact with appropriate objects in the game.  
  
TC3: Analyzing dialog/tutorial messages  
TC3.2: The purpose of this test is to ensure the accuracy and spelling of all the dialog messages in the game.  
TC3.3: The tester will load into the game and need to interact with every interactable object in the game. This test should be done after or along with TC2. Every object that provides text will need to be analyzed for accuracy and spelling.  
TC3.4: The inputs for this test are the WASD keys, mouse movement, and the E key.  
TC3.5: The accuracy of all the dialog/tutorial messages in the game should be correct. There should be no spelling errors throughout the game.  
TC3.6: Normal  
TC3.7: Blackbox  
TC3.8: Functional  
TC3.9: Unit  
**Results**: The dialog/tutorial messages are accurate and there are no spelling issues.  
  
TC4: Testing the boundaries  
TC4.2: The purpose of this test is to make sure the boundaries of the game cannot be broken.   
TC4.3: The tester will load into the game and need to walk to the edge of the environment and attempt to pass through the invisible barriers in the world.   
TC4.4: The inputs for this test are the WASD keys and mouse movement.  
TC4.5: The boundaries of the game should not be able to be passed through and the tester is confined to the world.  
TC4.6: Normal  
TC4.7: Whitebox  
TC4.8: Functional  
TC4.9: Unit   
**Results**: The boundaries of the game are solid and the player cannot leave the play area.  
  
TC5: Options/Main menu functionality  
TC5.2: The purpose of this test is to make sure that all the options and main menu options function properly.  
TC5.3: The tester will select every option from the main menu and make sure that they function and do what is expected of them.  
TC5.4: The inputs for this test are the mouse movement and mouse clicks.  
TC5.5: The options should do what is expected of them. All main menu options should be interactable and carry out their specific tasks.  
TC5.6: Normal  
TC5.7: Blackbox:  
TC5.8: Functional  
TC5.9: Unit  
**Results**: All of the menu options function properly.  
  
TC6: Game running on non-development system  
TC6.2: The purpose of this test is to ensure that the game can successfully run on a non-development system through the executable created by dev system.   
TC6.3: An executable of the game will be created and distributed to a non-development system. The game will then be run on this non-development system and tested.  
TC6.4: The inputs for this test are the executable being run on the non-development system and all user inputs required to play the game.  
TC6.5: The game should run smoothly and have no issues running on a non-development system.  
TC6.6: Normal  
TC6.7: Blackbox  
TC6.8: Performance  
TC6.9 Integration  
**Results**: The game successfully runs on a non-development system. There are some issues with the lighting on non-development systems. This is a not a game breaking issue but the game does look slightly different on non-development systems.