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TEST PLAN

Objective

The objective is to test some of the code that was implemented in the previous iteration and also to test the code that will be implemented in this iteration.

What to test and how

We are going to test Use Case 3 (Quit Game) and Use Case 2 (Play Game) by running dynamic test-cases. Use Case 2 will not be tested until the functionality to run that use-case is implemented. The reason for choosing to test Use Case 2 was to see if it is possible to exit the application. The reason for choosing Use Case 2 was to test if it was possible to play through the game the way that the Use Case described it. We will also write automated unit test for two methods in the WordGenerator Class. Both methods will have two tests each.

Task	Estimated Time	Actual
Writing Manual Test Cases	2 h	
Running the manual tests	30 min	
Writing Unit tests	4 h	
Writing a reflection	1 h	

MANUAL TEST-CASES

TC 3.1 To quit the game

Use case: UC3 Quit Game

Scenario: To quit the game

The main scenario of UC3 is tested when the player successfully quits the game.

Precondition: The player must be in the games main menu

Test steps

- The system shows the menu with a selected menu item. (The selected item has a blue color and a greater-than sign to the left of the text)
- By using the arrow keys on the keyboard, select the menu item with the text "Quit Game" and press the enter key.

Expected

- The system should now be exited

TC 2.1 Winning the game

Use case: UC2 Play Game

Scenario: Playing the game and winning

