

Test Plan for Athlete Leader Game

General information	
Customer	Athlete Leader
Created by (Author)	M.WAQAS
Preparation date	14-4-2023
Version	1.0
Status	

Revision History					
Version	Description	Author	Date	Approved by	
				Author	Date

Summary

1. Introduction	4
1.1. General information	4
1.2. Purpose	4
2. Scope of project	4
2.1. Scope of Desktop Exe File	4
3. Work plan	4
4. Test Plan and Strategy	5
4.1. Functional testing	5
4.2. Test Procedure	5
4.3. Bug Reports	5
5. Resources	6
5.1. Tools	6
5.2. The list of the devices	7
6.The criteria of quality	7
7. Testing Process Risks	7
8. Test Team Expectations	7
9. Deliverables	7

1. Introduction

1.1. General information

The document describes the test and methodologies that are being used by the QA team to analyse the working of a game.

In this process manual testing techniques are being used. Test plan is intended for the QA Lead, Testers, Project Manager.

The main objective of the testing is to check the features of the game and its compatibility for the windows.

1.2. Purpose

- Identify the requirements of the clients and execute test cases accordingly.
- Use of different testing techniques and types to test features.
- Identify bugs and track them using defect tracking tool.
- List the test project deliverable elements.

2. Scope of project

2.1. Scope of Desktop Exe File

1. Loading Screen
1. Main Menu
2. Game Play State Ui.
3. Leader board.
4. Environment loading.
5. Pause button.
6. Game over screen.
7. Score board and coins.

3. Work plan

1. Test plan preparation
2. Test plan approval
3. Smoke Testing, Functional testing, Regression testing, System Testing and bugs reporting
4. Daily reports preparation
5. Final report preparation

4. Test Plan and Strategy

4.1. Functional testing

The objective of functional testing is to make sure that the whole software product works according to the requirements, and no significant errors appear in the application.

Functional testing is the most substantial part of software testing. It involves checking different aspects of the system. A software product must pass all the planned tests. Only in this case its quality can be assured.

Test Objective:	Ensure proper target-of-test functionality
Technique:	<p>Execute each use case, use-case flow, or function, using valid and invalid data, to verify the following:</p> <ul style="list-style-type: none"> • The expected results occur when valid data is used. • The appropriate error or warning messages are displayed when invalid data is used. • Each rule is properly applied.
Entry Criteria	<ul style="list-style-type: none"> • The game development is completed. • The test engineers are dedicated. • Test environment is prepared, and the game is released to the test environment.
Completion Criteria:	<ul style="list-style-type: none"> • All the planned tests are performed. • There are no game blocking errors. • All the errors of high priority and severity are fixed. • The test results are evaluated, discussed and approved.

4.2. Test Procedure

Test procedure assumes the next points:

- Reporting of found software bugs.

Various aspects of the tested software should be checked; this requires executing of different testing types.

The main testing types that would be executed:

- Smoke Testing
- Functional Testing
- System Testing
- Usability Testing

4.3. Bug Reports

Bug reports are created in order to provide the development team and the project managers with exhaustive information about the discovered defects. They must be helpful in determining causes of the errors and correcting them.

Defect Severity can be classified into four categories:

- Critical (blocker) defects are the failure of the complete software system or of a critical subsystem, and no work or testing can be carried out after the occurrence of the defect. It also applies to data loss failures and with processes that leave inconsistent data stored in the database.
- Major defects (and crashes) are those which also cause failure of the entire or part of the system, but there are some processing alternatives which allow further operation of the system. It also applies to the system crashing, or aborting, during normal operation of a non-critical flow.
- Minor defects do not result in failure but cause the system to show incorrect, incomplete, or inconsistent results.
- Trivial defects are small errors that do not affect the functionality: typos, grammar mistakes, wrong terminology, etc.

The information that is indicated in each bug report:

- The software product name;
- The browser on which the tests were performed.
- Summary of bug.
- Description of bug.
- Expected and actual Results.
- Severity and priority of bug.

5. Resources

5.1. Tools

The following tools will be used for this project:

Name of process	Tool
Defect Tracking	Excel Sheets
Test Cases	Excel Sheets

5.2. The list of the devices

Name of the device	OS
Desktop devices	All Windows OS

6. The criteria of quality

The product should operate in accordance with the requirements and the functional specification (if present).

The product should not contain critical and blocking defects in the final version of the project.

7. Testing Process Risks

- changes and modifications of the software product that were not planned and discussed with the test team beforehand;
- changes in the software requirements that were not discussed with the test team beforehand;
- delays in correcting/fixing errors;
- delays in delivering new builds to the test team.

8. Test Team Expectations

- The test team must be provided with valid, updated documents during the whole testing process.
- All show-stopping errors must be corrected as soon as possible.
- Software is according to the requirements.
- The developers should correct all the errors in the software modules before releasing a new version.

9. Deliverables

- Test Plan.
- Bug reports and reports regarding the testing progress.

