COLLEGE INVADERS TEST PLAN

1. TEST PLAN IDENTIFIER   G1-CI01.1

2. INTRODUCTION

This is the Master Test Plan for the College Invaders project. The purpose of this plan is to ensure the College Invaders application functions as according to what is outlined in the Specifications document.

There will be six (6) levels of testing, Static, Unit, Browser Compatibility, Functional, Usability, Security

The duration of the project is approximately three (3) months.

3. FEATURES TO BE TESTED

The following is a list of areas to be focused on during testing the applications:
a) Main menu
b) Settings menu
c) Game audio
d) Game screens
e) Pause screen
f) Additional requirements listed as "Want" in Specification documentation

4. APPROACH

4.1. Testing Levels

Testing will be performed by the entire QA (Quality Assurance) team. Each team member will complete required tests and document their findings.

STATIC Testing will consist of documentation review, checking content on web page for accuracy/consistency, syntax errors or anomalies in HTML and Javascript.

UNIT Testing will be performed to ensure content of game corresponds to design (as detailed in Specification document) and content its are correct (links are valid and web navigation operates correctly).

BROWSER COMPATIBILITY Testing will be performed using different web browsers to ensure compatibility (ex. Safari, Mozilla Firefox, Microsoft Edge, etc).

FUNCTIONAL Testing will be performed to verify the functionality requirements of game.

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USABILITY Testing will be performed to verify look and feel of application is good and that web performance (graphics, sounds, loading) is good. The use of automated tools (ex. Selenium) can be used to check all links on page.

SECURITY Testing will be performed to verify that the website is secure.

4.2. Meetings
Meeting with the QA team will take place weekly via Zoom or Discord voice chat to evaluate progress and ongoing issues related to aspects of the project.

4.3. Measures and Metrics
Weekly measurements of testing performance will be completed to validate testing process. Metrics to be implemented will based on opened and closed tickets in SourceForge.

5. ITEM PASS/FAIL CRITERIA
The testing process will be complete when coverage of test cases of Class A and Class B have been addressed. Defect classification will be based on the following:

Class A – Defects that cause catastrophic game crashes.
Class B – Defects that should be fixed but the game is still playable.
Class C – Game recommendations.

6. RESPONSIBILITIES
The QA team leader will be responsible for the test plan and review of documentation.

The entire QA team will participate in the review of the application (College Invaders), its documentation, and all subsequent builds as provided by the Backbone development team.

QA will document all defect findings in the "Tickets" section of SourceForge.

7. SCHEDULE
Time has been allocated for all testing activities. Testing will commence when directed by the QA team leader. Conclusion of testing and reporting for the current build must be completed within five (5) days.

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8.   PERSONNEL

Name	SourceForge User Name	Role
Jason Moreau	project-admin	QA Lead Engineer
Aseeb Ahmad	aaseeb172	QA Engineer
Christine Lai	christinelai97	QA Engineer
Haobin Lin	yuri29	QA Engineer