**War of Robotcraft**

**Test Plan**

Team: A3

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| **Version Number** | **Description of Changes** | **Approved Date** |
| 0.1 | First Draft | 2016-11-01 |
| 0.2 |  |  |
| 0.3 |  |  |
| 0.4 |  |  |
| 0.5 |  |  |
| 0.6 |  |  |
| 0.7 |  |  |
| 1.0 |  |  |

Revision History:

**1. Introduction**

**2. Initialize game interface**

**3. Human player interface**

**3.1. Unit test**

**3.1.1. Class Robot**

isDead(): bool

// testing Robot.isDead()

robot <= new Robot()

declare excpectdValue

declare actualValue

//case 1: the robot is not dead

excpectdValue = false

robot.healthPoint = 1

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

//case 2: the robot is dead

excpectdValue = true

robot.healthPoint = 0

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

//case 3: the value is out of range

excpectdValue = true

robot.healthPoint = -1

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

3.2. Functional test

**4. AI player interface**

**5. Game interface**

**6. Changes**

**7. Summary**

Unit test

Class XXXX

method()

test case 1: balabalabala

input: balabalabala

expected output: balabalabala

test case 2:

test case ….

Functional test

Start game: actions and event