**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:

# Introduction

# Initialize game interface

# Human player interface

## Unit test

### Class Robot

#### isDead(): bool

Summary: This unit test is to test Robot.isDead() whether it can return true if a robot is dead or false otherwise.

robot 🡨 new Robot()

declare expectedValue

declare actualValue

* test case 1: the robot is not dead

expectedValue = false

robot.healthPoint = 1

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

* test case 2: the robot is dead

expectedValue = true

robot.healthPoint = 0

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

* test case 3: the value is out of range

expectedValue = true

robot.healthPoint = -1

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

#### turn()

#### move()

#### shoot(int distance): Coordinate coor

Summary: This unit test is to test Robot.shoot() which receives a distance to shoot and returns the target coordinate.

robot\_1 🡨 new Robot()

robot\_2 🡨 new Robot()

robot\_3 🡨 new Robot()

robot\_4 🡨 new Robot()

declare expectedValue

declare actualValue

* test case 1:

#### demaged()

## Functional test

# AI player interface

# Game interface

# Changes

# 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