**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**
   1. **Unit test**
      1. **Class Robot**
         1. **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 excpectdValue

declare actualValue

* test case 1: the robot is not dead

input: nothing

return:

excpectdValue = false

robot.healthPoint = 1

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

* test case 2: the robot is dead

excpectdValue = true

robot.healthPoint = 0

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

* test case 3: the value is out of range

excpectdValue = true

robot.healthPoint = -1

actualValue = robot.isDead()

assert if actualValue and excpectdValue are equal

* 1. **Functional test**

1. **AI player interface**
2. **Game interface**
3. **Changes**
4. **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