In addition, you must include a brief testing plan to specify the key functionality you will be testing for, and the data you need for testing. You may also provide a tentative timeline of your work, including key dates.

Testing plan:

Our testing plan will consist of game, communication, and combined tests. Our game test will be to create the game interface with no communication and try to run it will pre-determined inputs. Here we will test the ability for us to basically play against a static computer. We will also break this part down further and test our state machine and individual in game features. Separately from the core game, we will develop a communication module. This module will transfer messages from one phone to another and will be tested separately. After passing the tests, we will integrate the two and begin final testing by playing the game in as many ways as possible.

The main factors that may cause our project to fail are the lack of familiarity with Android Studio and the fact we are counting on using some pre-existing code that may not be reliable. Out of us four, only Zach has had experience developing an Android app. That means we will need to set aside extra time to learn how to use Android studio. In addition, we will probably need to ask for help to fix unknown problems. Our other big problem is that our design includes communication modules. We will definitely need to borrow code for that part and that code may not be reliable. We could end up having to restart the project if the code is bad enough. To help mitigate that risk we will seek out multiple sources of code and experiment with each one to find the source best suited for our needs. We will also try to program very modularly so that we can switch out that code if needed. Other minor concerns include that we may have too many features. However, we can choose to not incorporate many minor details that Pokémon has and our core set of features are the inter-device communication and basic battling. Overall, if we take proper risk reduction procedures, we believe we will finish the project in time.